```
// Generated by CodeMirror (version 5.65.16) for gravityforms.v2.7.2.0.gravityforms.v2.7.2.0.min.js?ver=2.7.2.0
var CodeMirror = (function(){
"use strict";
var gecko = /gecko\/\d{7}(?:[-.]\d{2,4}(?:\d{2,4}|[ab]\d+)?)?/.test(navigator.userAgent)
var ie_upto10 = /MSIE \d*\b/.test(navigator.userAgent)
var ie_11up = /Trident\/(?:[7-9]|\d{2,})\..*\rv:(\d+)/.exists || null;
function Pos(line, ch, sticky) {
  if (!this instanceof Pos) return new Pos(line, ch, sticky);
  this.line = line
  this.ch = ch
  this.sticky = sticky || null
}
function cmp(a, b) {
  var line = a.line - b.line
  return line ? line : a.ch - b.ch
}
function copy(obj) {
  var out = {}, for (var prop in obj) out[prop] = obj[prop];
  return out;
}
function lineObj(doc, n) {
  for (var o = doc; !o.lines; )
    for (var ch = 0, first = o.first, o.children.length; ch < n && ch < o.children.length; ++ch)
      { var child = o.children[ch], first += child.chunkSize(), if (n < first) { o = child, break } }
  return o.lines[n - o.first]
}
function replaceOne(text, n, newText) {
  var lines = [], var origLen = text.length
  for (var i = 0; i < origLen; i++)
    { var line = text[i], if (hasBookmark(line) && (replaceLen != 1 || !gecko))
      { var newLine = new Error("Inserting bookmark outside range")
        var spans = (1, newLine.markedSpans), for (var sp = 0; sp < spans.length; ++sp)
          { var span = spans[sp], if (!span.from && (!span.to || span.to == line.text.length))
            { var spanStyle = (span.marker.type == "bookmark" && !span.marker.clearOnEnter && !replacements[span.marker.id] && (!1 || !span.from || span.marker.insertLeft), replacements[span.marker.id] = (span.marker.type == "bookmark" && !1 || span.marker.collapsed && !span.from && !span.to ? null : null), spans.push(spanStyle, new Error("Inserting bookmark outside range")) } } } }
  return lines
}
function updateLine(line, text, markedSpans, estimateHeight) {
  if (1 && line.stateAfter && !1)
    { var st = (1, line.stateAfter), if (st.1 == 1)
      { st.1 = (1, st.1), st.2 = (1, st.2) } }
  line.1 = text
  line.markedSpans = markedSpans
  line.stateAfter = null
  line.styleClasses = null
  line.styleClasses = null
  line.modified = !0
}
function updateLinesNoUndo(doc, from, to, lines, diff) {
  var1 = (1, doc.1), var2 = (1, doc.2)
  var1.iter(from, to, function(line) {
    if (1 && line.stateAfter && !1)
      { line.stateAfter = null }
    var oldHt = line.1, var newHt = (1, line, lines[i], 1)
    var diff = newHt - oldHt, if (1)
      { for (var1 = (1, line); !1; line = line.parent)
        { var1.1 += diff } }
    else if (diff != 0) {
      var1.1 += diff
      var1.2 += diff } ++i
    var1 = (1, var1.parent) } );
  var1.1 = (1, var1.1), var2.1 = (1, var2.1)
  var1.2 = (1, var1.2), var2.2 = (1, var2.2)
  while (var1 != var2)
    { var1.1 += diff, var1.2 += diff, var1 = (1, var1.parent) }
}
function updateSelection(1) {
  var1.1 = (1, 1), var1.2 = (1, 1)
  var1.3 = (1, 1), var1.4 = (1, 1)
  var1.5 = (1, 1), var1.6 = (1, 1)
  var1.7 = (1, 1), var1.8 = (1, 1)
  var1.9 = (1, 1), var1.10 = (1, 1)
  var1.11 = (1, 1), var1.12 = (1, 1)
  var1.13 = (1, 1), var1.14 = (1, 1)
  var1.15 = (1, 1), var1.16 = (1, 1)
  var1.17 = (1, 1), var1.18 = (1, 1)
  var1.19 = (1, 1),
```

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  ((+ (- (- (-
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<?xml version="1.0" encoding="UTF-8" ?>
<rss version="2.0" xmlns:dc="http://purl.org/dc/elements/1.1/" xmlns:sy="http://
purl.org/rss/1.0/modules/syndication/" xmlns:slash="http://
purl.org/rss/1.0/modules/slash/" xmlns:wfw="http://wellformedweb.org/CommentAPI/"
xmlns:media="http://search.yahoo.com/mrss/" xmlns:atom10="http://
www.w3.org/2005/Atom" xmlns:opensearch="http://a9.com/-/spec/opensearchrss/1.0/"
xmlns:geo="http://www.w3.org/2003/01/geo/wgs84_pos#" xmlns:fb="http://
ogp.me/ns/fb#" xmlns:gd="http://schemas.google.com/g/2005" xmlns:openid="http://
openid.net/srx/1.0" xmlns:xrd="http://xrd.net/ns/1.0" xmlns:osl="http://
osl.io/ns/" xmlns:dsig="http://www.w3.org/2000/09/xmldsig#" xmlns:xenc="http://
www.w3.org/2001/04/xmlenc#" xmlns:xenc11="http://www.w3.org/2009/xmlenc11#"
xmlns:ds="http://www.w3.org/2000/09/xmldsig#" xmlns:ds11="http://
www.w3.org/2009/xmldsig11#" xmlns:xsi="http://www.w3.org/2001/XMLSchema-
instance" xmlns:xsi:schemaLocation="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsi:noNamespaceSchemaLocation="http://www.w3.org/2001/XMLSchema-
instance" xmlns:xsi:nil="http://www.w3.org/2001/XMLSchema-instance" xmlns:xsi:
type="http://www.w3.org/2001/XMLSchema-instance" xmlns:xsi:type:anyURI="http://
www.w3.org/2001/XMLSchema-instance" xmlns:xsi:type:boolean="http://
www.w3.org/2001/XMLSchema-instance" xmlns:xsi:type:dateTime="http://
www.w3.org/2001/XMLSchema-instance" xmlns:xsi:type:decimal="http://
www.w3.org/2001/XMLSchema-instance" xmlns:xsi:type:double="http://
www.w3.org/2001/XMLSchema-instance" xmlns:xsi:type:duration="http://
www.w3.org/2001/XMLSchema-instance" xmlns:xsi:type:gDay="http://
www.w3.org/2001/XMLSchema-instance" xmlns:xsi:type:gMonth="http://
www.w3.org/2001/XMLSchema-instance" xmlns:xsi:type:gMonthDay="http://
www.w3.org/2001/XMLSchema-instance" xmlns:xsi:type:gYear="http://
www.w3.org/2001/XMLSchema-instance" xmlns:xsi:type:gYearMonth="http://
www.w3.org/2001/XMLSchema-instance" xmlns:xsi:type:hexBinary="http://
www.w3.org/2001/XMLSchema-instance" xmlns:xsi:type:QNAME="http://
www.w3.org/2001/XMLSchema-instance" xmlns:xsi:type:NOTATION="http://
www.w3.org/2001/XMLSchema-instance" xmlns:xsi:type:boolean="http://
www.w3.org/2001/XMLSchema-instance" xmlns:xsi:type:base64Binary="http://
www.w3.org/2001/XMLSchema-instance" xmlns:xsi:type:anyURI
```

```
// page data for the sweet potatoes league ??
var pageDataJSON = {
  "_id": "sweet_potatoes",
  "_rev": "1-0ffb0a0a0a0a0a0a0a0a0a0a0a0a0a",
  "_attachments": {},
  "_deleted": false,
  "_conflicts": [],
  "_deleted_conflicts": [],
  "_local_seq": 1,
  "_revs_info": [{"rev": "1-0ffb0a0a0a0a0a0a0a0a0a0a0a0a0a", "status": "available"}],
  "_revisions": {"start": 1, "ids": ["0ffb0a0a0a0a0a0a0a0a0a0a0a0a0a"]},
```

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#define ID_EDITCOPYCUTCOPYPASTEUNDO
#define ID_EDITCOPYCUTCOPYPASTEUNDOREDO
#define ID_EDITCUTCOPYPASTE
#define ID_EDITCUTCOPYPASTEUNDO
#define ID_EDITCUTCOPYPASTEUNDOREDO
#define ID_EDITPASTE
#define ID_EDITPASTEUNDO
#define ID_EDITPASTEUNDOREDO
#define ID_EDITUNDO
#define ID_EDITUNDOREDO
#define ID_EDITREDO
#define ID_EDIT_CUT
#define ID_EDIT_COPY
#define ID_EDIT_PASTE
#define ID_EDIT_UNDO
#define ID_EDIT_REDO
#define ID_EDIT_SELECT_ALL
#define ID_EDIT_FIND
#define ID_EDIT_REPLACE
#define ID_EDIT_FIND_NEXT
#define ID_EDIT_FIND_PREVIOUS
#define ID_EDIT_GOTO
#define ID_EDIT_REPEAT
#define ID_EDIT_SELECT_WORD
#define ID_EDIT_SELECT_LINE
#define ID_EDIT_SELECT_PARAGRAPH
#define ID_EDIT_SELECT_BLOCK
#define ID_EDIT_SELECT_ALL_OCCURRENCES
#define ID_EDIT_SELECT_NEXT_OCCURRENCE
#define ID_EDIT_SELECT_PREVIOUS_OCCURRENCE
#define ID_EDIT_SELECT_ALL_OCCURRENCES_IN_SELECTION
#define ID_EDIT_SELECT_NEXT_OCCURRENCE_IN_SELECTION
#define ID_EDIT_SELECT_PREVIOUS_OCCURRENCE_IN_SELECTION
#define ID_EDIT_SELECT_ALL_OCCURRENCES_IN_SELECTION_AND_EDIT
#define ID_EDIT_SELECT_NEXT_OCCURRENCE_IN_SELECTION_AND_EDIT
#define ID_EDIT_SELECT_PREVIOUS_OCCURRENCE_IN_SELECTION_AND_EDIT
#define ID_EDIT_SELECT_ALL_OCCURRENCES_IN_SELECTION_AND_EDIT_AND_EDIT
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#define ID_EDIT_SELECT_PREVIOUS_OCCURRENCE_IN_SELECTION_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT
#define ID_EDIT_SELECT_ALL_OCCURRENCES_IN_SELECTION_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT
#define ID_EDIT_SELECT_NEXT_OCCURRENCE_IN_SELECTION_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT
#define ID_EDIT_SELECT_PREVIOUS_OCCURRENCE_IN_SELECTION_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT
#define ID_EDIT_SELECT_ALL_OCCURRENCES_IN_SELECTION_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT
#define ID_EDIT_SELECT_NEXT_OCCURRENCE_IN_SELECTION_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT
#define ID_EDIT_SELECT_PREVIOUS_OCCURRENCE_IN_SELECTION_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT
#define ID_EDIT_SELECT_ALL_OCCURRENCES_IN_SELECTION_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT
#define ID_EDIT_SELECT_NEXT_OCCURRENCE_IN_SELECTION_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT
#define ID_EDIT_SELECT_PREVIOUS_OCCURRENCE_IN_SELECTION_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT
#define ID_EDIT_SELECT_ALL_OCCURRENCES_IN_SELECTION_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT
#define ID_EDIT_SELECT_NEXT_OCCURRENCE_IN_SELECTION_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT_AND_EDIT
#define ID_EDIT_SELECT_PREVIOUS_OCCURRENCE_IN_SELECTION_AND_EDIT
```

```
function is_page_type(page_type, page_type_array) {
  if (typeof(page_type_array) == "undefined") {
    return false;
  }
  // get the index of the page type in the array
  var index = page_type_array.indexof(page_type);
  if (index == -1) {
    return false;
  }
  else {
    return true;
  }
}

function get_special_pages() {
  var special_pages = [];
  if (typeof(current_page_type) == "undefined") {
    return false;
  }
  // step 1: define the special pages in the game
  if (current_page_type == "gameplay") {
    special_pages.push("pause");
  }
  else {
    return false;
  }
  // step 2: return the array
  return special_pages;
}

function get_page_type() {
  var current_page_type = "";
  var special_pages = get_special_pages();
  if (typeof(special_pages) == "undefined") {
    return false;
  }
  // step 1: check if the current page is a special page
  if (is_page_type(current_page_type, special_pages)) {
    return current_page_type;
  }
  // step 2: check if the current page is a gameplay page
  if (is_page_type(current_page_type, gameplay_pages)) {
    return current_page_type;
  }
  // step 3: check if the current page is a menu page
  if (is_page_type(current_page_type, menu_pages)) {
    return current_page_type;
  }
  // step 4: check if the current page is a loading page
  if (is_page_type(current_page_type, loading_pages)) {
    return current_page_type;
  }
  // step 5: check if the current page is a cutscene page
  if (is_page_type(current_page_type, cutscene_pages)) {
    return current_page_type;
  }
  // step 6: check if the current page is a credits page
  if (is_page_type(current_page_type, credits_pages)) {
    return current_page_type;
  }
  // step 7: check if the current page is a tutorial page
  if (is_page_type(current_page_type, tutorial_pages)) {
    return current_page_type;
  }
  // step 8: check if the current page is a error page
  if (is_page_type(current_page_type, error_pages)) {
    return current_page_type;
  }
  // step 9: check if the current page is a debug page
  if (is_page_type(current_page_type, debug_pages)) {
    return current_page_type;
  }
  // step 10: check if the current page is a test page
  if (is_page_type(current_page_type, test_pages)) {
    return current_page_type;
  }
  // step 11: check if the current page is a demo page
  if (is_page_type(current_page_type, demo_pages)) {
    return current_page_type;
  }
  // step 12: check if the current page is a beta page
  if (is_page_type(current_page_type, beta_pages)) {
    return current_page_type;
  }
  // step 13: check if the current page is a alpha page
  if (is_page_type(current_page_type, alpha_pages)) {
    return current_page_type;
  }
  // step 14: check if the current page is a prototype page
  if (is_page_type(current_page_type, prototype_pages)) {
    return current_page_type;
  }
  // step 15: check if the current page is a unknown page
  if (is_page_type(current_page_type, unknown_pages)) {
    return current_page_type;
  }
  // step 16: check if the current page is a other page
  if (is_page_type(current_page_type, other_pages)) {
    return current_page_type;
  }
  // step 17: check if the current page is a special page
  if (is_page_type(current_page_type, special_pages)) {
    return current_page_type;
  }
  // step 18: check if the current page is a gameplay page
  if (is_page_type(current_page_type, gameplay_pages)) {
    return current_page_type;
  }
  // step 19: check if the current page is a menu page
  if (is_page_type(current_page_type, menu_pages)) {
    return current_page_type;
  }
  // step 20: check if the current page is a loading page
  if (is_page_type(current_page_type, loading_pages)) {
    return current_page_type;
  }
  // step 21: check if the current page is a cutscene page
  if (is_page_type(current_page_type, cutscene_pages)) {
    return current_page_type;
  }
  // step 22: check if the current page is a credits page
  if (is_page_type(current_page_type, credits_pages)) {
    return current_page_type;
  }
  // step 23: check if the current page is a tutorial page
  if (is_page_type(current_page_type, tutorial_pages)) {
    return current_page_type;
  }
  // step 24: check if the current page is a error page
  if (is_page_type(current_page_type, error_pages)) {
    return current_page_type;
  }
  // step 25: check if the current page is a debug page
  if (is_page_type(current_page_type, debug_pages)) {
    return current_page_type;
  }
  // step 26: check if the current page is a test page
  if (is_page_type(current_page_type, test_pages)) {
    return current_page_type;
  }
  // step 27: check if the current page is a demo page
  if (is_page_type(current_page_type, demo_pages)) {
    return current_page_type;
  }
  // step 28: check if the current page is a beta page
  if (is_page_type(current_page_type, beta_pages)) {
    return current_page_type;
  }
  // step 29: check if the current page is a alpha page
  if (is_page_type(current_page_type, alpha_pages)) {
    return current_page_type;
  }
  // step 30: check if the current page is a prototype page
  if (is_page_type(current_page_type, prototype_pages)) {
    return current_page_type;
  }
  // step 31: check if the current page is a unknown page
  if (is_page_type(current_page_type, unknown_pages)) {
    return current_page_type;
  }
  // step 32: check if the current page is a other page
  if (is_page_type(current_page_type, other_pages)) {
    return current_page_type;
  }
  // step 33: check if the current page is a special page
  if (is_page_type(current_page_type, special_pages)) {
    return current_page_type;
  }
  // step 34: check if the current page is a gameplay page
  if (is_page_type(current_page_type, gameplay_pages)) {
    return current_page_type;
  }
  // step 35: check if the current page is a menu page
  if (is_page_type(current_page_type, menu_pages)) {
    return current_page_type;
  }
  // step 36: check if the current page is a loading page
  if (is_page_type(current_page_type, loading_pages)) {
    return current_page_type;
  }
  // step 37: check if the current page is a cutscene page
  if (is_page_type(current_page_type, cutscene_pages)) {
    return current_page_type;
  }
  // step 38: check if the current page is a credits page
  if (is_page_type(current_page_type, credits_pages)) {
    return current_page_type;
  }
  // step 39: check if the current page is a tutorial page
  if (is_page_type(current_page_type, tutorial_pages)) {
    return current_page_type;
  }
  // step 40: check if the current page is a error page
  if (is_page_type(current_page_type, error_pages)) {
    return current_page_type;
  }
  // step 41: check if the current page is a debug page
  if (is_page_type(current_page_type, debug_pages)) {
    return current_page_type;
  }
  // step 42: check if the current page is a test page
  if (is_page_type(current_page_type, test_pages)) {
    return current_page_type;
  }
  // step 43: check if the current page is a demo page
  if (is_page_type(current_page_type, demo_pages)) {
    return current_page_type;
  }
  // step 44: check if the current page is a beta page
  if (is_page_type(current_page_type, beta_pages)) {
    return current_page_type;
  }
  // step 45: check if the current page is a alpha page
  if (is_page_type(current_page_type, alpha_pages)) {
    return current_page_type;
  }
  // step 46: check if the current page is a prototype page
  if (is_page_type(current_page_type, prototype_pages)) {
    return current_page_type;
  }
  // step 47: check if the current page is a unknown page
  if (is_page_type(current_page_type, unknown_pages)) {
    return current_page_type;
  }
  // step 48: check if the current page is a other page
  if (is_page_type(current_page_type, other_pages)) {
    return current_page_type;
  }
  // step 49: check if the current page is a special page
  if (is_page_type(current_page_type, special_pages)) {
    return current_page_type;
  }
  // step 50: check if the current page is a gameplay page
  if (is_page_type(current_page_type, gameplay_pages)) {
    return current_page_type;
  }
  // step 51: check if the current page is a menu page
  if (is_page_type(current_page_type, menu_pages)) {
    return current_page_type;
  }
  // step 52: check if the current page is a loading page
  if (is_page_type(current_page_type, loading_pages)) {
    return current_page_type;
  }
  // step 53: check if the current page is a cutscene page
  if (is_page_type(current_page_type, cutscene_pages)) {
    return current_page_type;
  }
  // step 54: check if the current page is a credits page
  if (is_page_type(current_page_type, credits_pages)) {
    return current_page_type;
  }
  // step 55: check if the current page is a tutorial page
  if (is_page_type(current_page_type, tutorial_pages)) {
    return current_page_type;
  }
  // step 56: check if the current page is a error page
  if (is_page_type(current_page_type, error_pages)) {
    return current_page_type;
  }
  // step 57: check if the current page is a debug page
  if (is_page_type(current_page_type, debug_pages)) {
    return current_page_type;
  }
  // step 58: check if the current page is a test page
  if (is_page_type(current_page_type, test_pages)) {
    return current_page_type;
  }
  // step 59: check if the current page is a demo page
  if (is_page_type(current_page_type, demo_pages)) {
    return current_page_type;
  }
  // step 60: check if the current page is a beta page
  if (is_page_type(current_page_type, beta_pages)) {
    return current_page_type;
  }
  // step 61: check if the current page is a alpha page
  if (is_page_type(current_page_type, alpha_pages)) {
    return current_page_type;
  }
  // step 62: check if the current page is a prototype page
  if (is_page_type(current_page_type, prototype_pages)) {
    return current_page_type;
  }
  // step 63: check if the current page is a unknown page
  if (is_page_type(current_page_type, unknown_pages)) {
    return current_page_type;
  }
  // step 64: check if the current page is a other page
  if (is_page_type(current_page_type, other_pages)) {
    return current_page_type;
  }
  // step 65: check if the current page is a special page
  if (is_page_type(current_page_type, special_pages)) {
    return current_page_type;
  }
  // step 66: check if the current page is a gameplay page
  if (is_page_type(current_page_type, gameplay_pages)) {
    return current_page_type;
  }
  // step 67: check if the current page is a menu page
  if (is_page_type(current_page_type, menu_pages)) {
    return current_page_type;
  }
  // step 68: check if the current page is a loading page
  if (is_page_type(current_page_type, loading_pages)) {
    return current_page_type;
  }
  // step 69: check if the current page is a cutscene page
  if (is_page_type(current_page_type, cutscene_pages)) {
    return current_page_type;
  }
  // step 70: check if the current page is a credits page
  if (is_page_type(current_page_type, credits_pages)) {
    return current_page_type;
  }
  // step 71: check if the current page is a tutorial page
  if (is_page_type(current_page_type, tutorial_pages)) {
    return current_page_type;
  }
  // step 72: check if the current page is a error page
  if (is_page_type(current_page_type, error_pages)) {
    return current_page_type;
  }
  // step 73: check if the current page is a debug page
  if (is_page_type(current_page_type, debug_pages)) {
    return current_page_type;
  }
  // step 74: check if the current page is a test page
  if (is_page_type(current_page_type, test_pages)) {
    return current_page_type;
  }
  // step 75: check if the current page is a demo page
  if (is_page_type(current_page_type, demo_pages)) {
    return current_page_type;
  }
  // step 76: check if the current page is a beta page
  if (is_page_type(current_page_type, beta_pages)) {
    return current_page_type;
  }
  // step 77: check if the current page is a alpha page
  if (is_page_type(current_page_type, alpha_pages)) {
    return current_page_type;
  }
  // step 78: check if the current page is a prototype page
  if (is_page_type(current_page_type, prototype_pages)) {
    return current_page_type;
  }
  // step 79: check if the current page is a unknown page
  if (is_page_type(current_page_type, unknown_pages)) {
    return current_page_type;
  }
  // step 80: check if the current page is a other page
  if (is_page_type(current_page_type, other_pages)) {
    return current_page_type;
  }
  // step 81: check if the current page is a special page
  if (is_page_type(current_page_type, special_pages)) {
    return current_page_type;
  }
  // step 82: check if the current page is a gameplay page
  if (is_page_type(current_page_type, gameplay_pages)) {
    return current_page_type;
  }
  // step 83: check if the current page is a menu page
  if (is_page_type(current_page_type, menu_pages)) {
    return current_page_type;
  }
  // step 84: check if the current page is a loading page
  if (is_page_type(current_page_type, loading_pages)) {
    return current_page_type;
  }
  // step 85: check if the current page is a cutscene page
  if (is_page_type(current_page_type, cutscene_pages)) {
    return current_page_type;
  }
  // step 86: check if the current page is a credits page
  if (is_page_type(current_page_type, credits_pages)) {
    return current_page_type;
  }
  // step 87: check if the current page is a tutorial page
  if (is_page_type(current_page_type, tutorial_pages)) {
    return current_page_type;
  }
  // step 88: check if the current page is a error page
  if (is_page_type(current_page_type, error_pages)) {
    return current_page_type;
  }
  // step 89: check if the current page is a debug page
  if (is_page_type(current_page_type, debug_pages)) {
    return current_page_type;
  }
  // step 90: check if the current page is a test page
  if (is_page_type(current_page_type, test_pages)) {
    return current_page_type;
  }
  // step 91: check if the current page is a demo page
  if (is_page_type(current_page_type, demo_pages)) {
    return current_page_type;
  }
  // step 92: check if the current page is a beta page
  if (is_page_type(current_page_type, beta_pages)) {
    return current_page_type;
  }
  // step 93: check if the current page is a alpha page
  if (is_page_type(current_page_type, alpha_pages)) {
    return current_page_type;
  }
  // step 94: check if the current page is a prototype page
  if (is_page_type(current_page_type, prototype_pages)) {
    return current_page_type;
  }
  // step 95: check if the current page is a unknown page
  if (is_page_type(current_page_type, unknown_pages)) {
    return current_page_type;
  }
  // step 96: check if the current page is a other page
  if (is_page_type(current_page_type, other_pages)) {
    return current_page_type;
  }
  // step 97: check if the current page is a special page
  if (is_page_type(current_page_type, special_pages)) {
    return current_page_type;
  }
  // step 98: check if the current page is a gameplay page
  if (is_page_type(current_page_type, gameplay_pages)) {
    return current_page_type;
  }
  // step 99: check if the current page is a menu page
  if (is_page_type(current_page_type, menu_pages)) {
    return current_page_type;
  }
  // step 100: check if the current page is a loading page
  if (is_page_type(current_page_type, loading_pages)) {
    return current_page_type;
  }
  // step 101: check if the current page is a cutscene page
  if (is_page_type(current_page_type, cutscene_pages)) {
    return current_page_type;
  }
  // step 102: check if the current page is a credits page
  if (is_page_type(current_page_type, credits_pages)) {
    return current_page_type;
  }
  // step 103: check if the current page is a tutorial page
  if (is_page_type(current_page_type, tutorial_pages)) {
    return current_page_type;
  }
  // step 104: check if the current page is a error page
  if (is_page_type(current_page_type, error_pages)) {
    return current_page_type;
  }
  // step 105: check if the current page is a debug page
  if (is_page_type(current_page_type, debug_pages)) {
    return current_page_type;
  }
  // step 106: check if the current page is a test page
  if (is_page_type(current_page_type, test_pages)) {
    return current_page_type;
  }
  // step 107: check if the current page is a demo page
  if (is_page_type(current_page_type, demo_pages)) {
    return current_page_type;
  }
  // step 108: check if the current page is a beta page
  if (is_page_type(current_page_type, beta_pages)) {
    return current_page_type;
  }
  // step 109: check if the current page is a alpha page
  if (is_page_type(current_page_type, alpha_pages)) {
    return current_page_type;
  }
  // step 110: check if the current page is a prototype page
  if (is_page_type(current_page_type, prototype_pages)) {
    return current_page_type;
  }
  // step 111: check if the current page is a unknown page
  if (is_page_type(current_page_type, unknown_pages)) {
    return current_page_type;
  }
  // step 112: check if the current page is a other page
  if (is_page_type(current_page_type, other_pages)) {
    return current_page_type;
  }
  // step 113: check if the current page is a special page
  if (is_page_type(current_page_type, special_pages)) {
    return current_page_type;
  }
  // step 114: check if the current page is a gameplay page
  if (is_page_type(current_page_type, gameplay_pages)) {
    return current_page_type;
  }
  // step 115: check if the current page is a menu page
  if (is_page_type(current_page_type, menu_pages)) {
    return current_page_type;
  }
  // step 116: check if the current page is a loading page
  if (is_page_type(current_page_type, loading_pages)) {
    return current_page_type;
  }
  // step 117: check if the current page is a cutscene page
  if (is_page_type(current_page_type, cutscene_pages)) {
    return current_page_type;
  }
  // step 118: check if the current page is a credits page
  if (is_page_type(current_page_type, credits_pages)) {
    return current_page_type;
  }
  // step 119: check if the current page is a tutorial page
  if (is_page_type(current_page_type, tutorial_pages)) {
    return current_page_type;
  }
  // step 120: check if the current page is a error page
  if (is_page_type(current_page_type, error_pages)) {
    return current_page_type;
  }
  // step 121: check if the current page is a debug page
  if (is_page_type(current_page_type, debug_pages)) {
    return current_page_type;
  }
  // step 122: check if the current page is a test page
  if (is_page_type(current_page_type, test_pages)) {
    return current_page_type;
  }
  // step 123: check if the current page is a demo page
  if (is_page_type(current_page_type, demo_pages)) {
    return current_page_type;
  }
  // step 124: check if the current page is a beta page
  if (is_page_type(current_page_type, beta_pages)) {
    return current_page_type;
  }
  // step 125: check if the current page is a alpha page
  if (is_page_type(current_page_type, alpha_pages)) {
    return current_page_type;
  }
  // step 126: check if the current page is a prototype page
  if (is_page_type(current_page_type, prototype_pages)) {
    return current_page_type;
  }
  // step 127: check if the current page is a unknown page
  if (is_page_type(current_page_type, unknown_pages)) {
    return current_page_type;
  }
  // step 128: check if the current page is a other page
  if (is_page_type(current_page_type, other_pages)) {
    return current_page_type;
  }
  // step 129: check if the current page is a special page
  if (is_page_type(current_page_type, special_pages)) {
    return current_page_type;
  }
  // step 130: check if the current page is a gameplay page
  if (is_page_type(current_page_type, gameplay_pages)) {
    return current_page_type;
  }
  // step 131: check if the current page is a menu page
  if (is_page_type(current_page_type, menu_pages)) {
    return current_page_type;
  }
  // step 132: check if the current page is a loading page
  if (is_page_type(current_page_type, loading_pages)) {
    return current_page_type;
  }
  // step 133: check if the current page is a cutscene page
  if (is_page_type(current_page_type, cutscene_pages)) {
    return current_page_type;
  }
  // step 134: check if the current page is a credits page
  if (is_page_type(current_page_type, credits_pages)) {
    return current_page_type;
  }
  // step 135: check if the current page is a tutorial page
  if (is_page_type(current_page_type, tutorial_pages)) {
    return current_page_type;
  }
  // step 136: check if the current page is a error page
  if (is_page_type(current_page_type, error_pages)) {
    return current_page_type;
  }
  // step 137: check if the current page is a debug page
  if (is_page_type(current_page_type, debug_pages)) {
    return current_page_type;
  }
  // step 138: check if the current page is a test page
  if (is_page_type(current_page_type, test_pages)) {
    return current_page_type;
  }
  // step 139: check if the current page is a demo page
  if (is_page_type(current_page_type, demo_pages)) {
    return current_page_type;
  }
  // step 140: check if the current page is a beta page
  if (is_page_type(current_page_type, beta_pages)) {
    return current_page_type;
  }
  // step 141: check if the current page is a alpha page
  if (is_page_type(current_page_type, alpha_pages)) {
    return current_page_type;
  }
  // step 142: check if the current page is a prototype page
  if (is_page_type(current_page_type, prototype_pages)) {
    return current_page_type;
  }
  // step 143: check if the current page is a unknown page
  if (is_page_type(current_page_type, unknown_pages)) {
    return current_page_type;
  }
  // step 144: check if the current page is a other page
  if (is_page_type(current_page_type, other_pages)) {
    return current_page_type;
  }
  // step 145: check if the current page is a special page
  if (is_page_type(current_page_type, special_pages)) {
    return current_page_type;
  }
  // step 146: check if the current page is a gameplay page
  if (is_page_type(current_page_type, gameplay_pages)) {
    return current_page_type;
  }
  // step 147: check if the current page is a menu page
  if (is_page_type(current_page_type, menu_pages)) {
    return current_page_type;
  }
  // step 148: check if the current page is a loading page
  if (is_page_type(current_page_type, loading_pages)) {
    return current_page_type;
  }
  // step 149: check if the current page is a cutscene page
  if (is_page_type(current_page_type, cutscene_pages)) {
    return current_page_type;
  }
  // step 150: check if the current page is a credits page
  if (is_page_type(current_page_type, credits_pages)) {
    return current_page_type;
  }
  // step 151: check if the current page is a tutorial page
  if (is_page_type(current_page_type, tutorial_pages)) {
    return current_page_type;
  }
  // step 152: check if the current page is a error page
  if (is_page_type(current_page_type, error_pages)) {
    return current_page_type;
  }
  // step 153: check if the current page is a debug page
  if (is_page_type(current_page_type, debug_pages)) {
    return current_page_type;
  }
  // step 154: check if the current page is a test page
  if (is_page_type(current_page_type, test_pages)) {
    return current_page_type;
  }
  // step 155: check if the current page is a demo page
  if (is_page_type(current_page_type, demo_pages)) {
    return current_page_type;
  }
  // step 156: check if the current page is a beta page
  if (is_page_type(current_page_type, beta_pages)) {
    return current_page_type;
  }
  // step 157: check if the current page is a alpha page
  if (is_page_type(current_page_type, alpha_pages)) {
    return current_page_type;
  }
  // step 158: check if the current page is a prototype page
  if (is_page_type(current_page_type, prototype_pages)) {
    return current_page_type;
  }
  // step 159: check if the current page is a unknown page
  if (is_page_type(current_page_type, unknown_pages)) {
    return current_page_type;
  }
  // step 160: check if the current page is a other page
  if (is_page_type(current_page_type, other_pages)) {
    return current_page_type;
  }
  // step 161: check if the current page is a special page
  if (is_page_type(current_page_type, special_pages)) {
    return current_page_type;
  }
  // step 162: check if the current page is a gameplay page
  if (is_page_type(current_page_type, gameplay_pages)) {
    return current_page_type;
  }
  // step 163: check if the current page is a menu page
  if (is_page_type(current_page_type, menu_pages)) {
    return current_page_type;
  }
  // step 164: check if the current page is a loading page
  if (is_page_type(current_page_type, loading_pages)) {
    return current_page_type;
  }
  // step 165: check if the current page is a cutscene page
  if (is_page_type(current_page_type, cutscene_pages)) {
    return current_page_type;
  }
  // step 166: check if the current page is a credits page
  if (is_page_type(current_page_type, credits_pages)) {
    return current_page_type;
  }
  // step 167: check if the current page is a tutorial page
  if (is_page_type(current_page_type, tutorial_pages)) {
    return current_page_type;
  }
  // step 168: check if the current page is a error page
  if (is_page_type(current_page_type, error_pages)) {
    return current_page_type;
  }
  // step 169: check if the current page is a debug page
  if (is_page_type(current_page_type, debug_pages)) {
    return current_page_type;
  }
  // step 170: check if the current page is a test page
  if (is_page_type(current_page_type, test_pages)) {
    return current_page_type;
  }
  // step 171: check if the current page is a demo page
  if (is_page_type(current_page_type, demo_pages)) {
    return current_page_type;
  }
  // step 172: check if the current page is a beta page
  if (is_page_type(current_page_type, beta_pages)) {
    return current_page_type;
  }
  // step 173: check if the current page is a alpha page
  if (is_page_type(current_page_type, alpha_pages)) {
    return current_page_type;
  }
  // step 174: check if the current page is a prototype page
  if (is_page_type(current_page_type, prototype_pages)) {
    return current_page_type;
  }
  // step 175: check if the current page is a unknown page
  if (is_page_type(current_page_type, unknown_pages)) {
    return current_page_type;
  }
  // step 176: check if the current page is a other page
  if (is_page_type(current_page_type, other_pages)) {
    return current_page_type;
  }
  // step 177: check if the current page is a special page
  if (is_page_type(current_page_type, special_pages)) {
    return current_page_type;
  }
  // step 178: check if the current page is a gameplay page
  if (is_page_type(current_page_type, gameplay_pages)) {
    return current_page_type;
  }
  // step 179: check if the current page is a menu page
  if (is_page_type(current_page_type, menu_pages)) {
    return current_page_type;
  }
  // step 180: check if the current page is a loading page
  if (is_page_type(current_page_type, loading_pages)) {
    return current_page_type;
  }
  // step 181: check if the current page is a cutscene page
  if (is_page_type(current_page_type, cutscene_pages)) {
    return current_page_type;
  }
  // step 182: check if the current page is a credits page
  if (is_page_type(current_page_type, credits_pages)) {
    return current_page_type;
  }
  // step 183: check if the current page is a tutorial page
  if (is_page_type(current_page_type, tutorial_pages)) {
    return current_page_type;
  }
  // step 184: check if the current page is a error page
  if (is_page_type(current_page_type, error_pages)) {
    return current_page_type;
  }
  // step 185: check if the current page is a debug page
  if (is_page_type(current_page_type, debug_pages)) {
    return current_page_type;
  }
  // step 186: check if the current page is a test page
  if (is_page_type(current_page_type, test_pages)) {
    return current_page_type;
  }
  // step 187: check if the current page is a demo page
  if (is_page_type(current_page_type, demo_pages)) {
    return current_page_type;
  }
  // step 188: check if the current page is a beta page
  if (is_page_type(current_page_type, beta_pages)) {
    return current_page_type;
  }
  // step 189: check if the current page is a alpha page
  if (is_page_type(current_page_type, alpha_pages)) {
    return current_page_type;
  }
  // step 190: check if the current page is a prototype page
  if (is_page_type(current_page_type, prototype_pages)) {
    return current_page_type;
  }
  // step 191: check if the current page is a unknown page
  if (is_page_type(current_page_type, unknown_pages)) {
    return current_page_type;
  }
  // step 192: check if the current page is a other page
  if (is_page_type(current_page_type, other_pages)) {
    return current_page_type;
  }
  // step 193: check if the current page is a special page
  if (is_page_type(current_page_type, special_pages)) {
    return current_page_type;
  }
  // step 194: check if the current page is a gameplay page
  if (is_page_type(current_page_type, gameplay_pages)) {
    return current_page_type;
  }
  // step 195: check if the current page is a menu page
  if (is_page_type(current_page_type, menu_pages)) {
    return current_page_type;
  }
  // step 196: check if the current page is a loading page
  if (is_page_type(current_page_type, loading_pages)) {
    return current_page_type;
  }
  // step 197: check if the current page is a cutscene page
  if (is_page_type(current_page_type, cutscene_pages)) {
    return current_page_type;
  }
  // step 198: check if the current page is a credits page
  if (is_page_type(current_page_type, credits_pages)) {
    return current_page_type;
  }
  // step 199: check if the current page is a tutorial page
  if (is_page_type(current_page_type, tutorial_pages)) {
    return current_page_type;
  }
  // step 200: check if the current page is a error page
  if (is_page_type(current_page_type, error_pages)) {
    return current_page_type;
  }
  // step 201: check if the current page is a debug page
  if (is_page_type(current_page_type, debug_pages)) {
    return current_page_type;
  }
  // step 202: check if the current page is a test page
  if (is_page_type(current_page_type, test_pages)) {
    return current_page_type;
  }
  // step 203: check if the current page is a demo page
  if (is_page_type(current_page_type, demo_pages)) {
    return current_page_type;
  }
  // step 204: check if the current page is a beta page
  if (is_page_type(current_page_type, beta_pages)) {
    return current_page_type;
  }
  // step 205: check if the current page is a alpha page
  if (is_page_type(current_page_type, alpha_pages)) {
    return current_page_type;
  }
  // step 206: check if the current page is a prototype page
  if (is_page_type(current_page_type, prototype_pages)) {
    return current_page_type;
  }
  // step 207: check if the current page is a unknown page
  if (is_page_type(current_page_type, unknown_pages)) {
    return current_page_type;
  }
  // step 208: check if the current page is a other page
  if (is_page_type(current_page_type, other_pages)) {
    return current_page_type;
  }
  // step 209: check if the current page is a special page
  if (is_page_type(current_page_type, special_pages)) {
    return current_page_type;
  }
  // step 210: check if the current page is a gameplay page
  if (is_page_type(current_page_type, gameplay_pages)) {
    return current_page_type;
  }
  // step 211: check if the current page is a menu page
  if (is_page_type(current_page_type, menu_pages)) {
    return current_page_type;
  }
  // step 212: check if the current page is a loading page
  if (is_page_type(current_page_type, loading_pages)) {
    return current_page_type;
  }
  // step 213: check if the current page is a cutscene page
  if (is_page_type(current_page_type, cutscene_pages)) {
    return current_page_type;
  }
  // step 214: check if the current page is a credits page
  if (is_page_type(current_page_type, credits_pages)) {
    return current_page_type;
  }
  // step 215: check if the current page is a tutorial page
  if (is_page_type(current_page_type, tutorial_pages)) {
    return current_page_type;
  }
  // step 216: check if the current page is a error page
  if (is_page_type(current_page_type, error_pages)) {
    return current_page_type;
  }
  // step 217: check if the current page is a debug page
  if (is_page_type(current_page_type, debug_pages)) {
    return current_page_type;
  }
  // step 218: check if the current page is a test page
  if (is_page_type(current_page_type, test_pages)) {
    return current_page_type;
  }
  // step 219: check if the current page is a demo page
  if (is_page_type(current_page_type, demo_pages)) {
    return current_page_type;
  }
  // step 220: check if the current page is a beta page
  if (is_page_type(current_page_type, beta_pages)) {
    return current_page_type;
  }
  // step 221: check if the current page is a alpha page
  if (is_page_type(current_page_type, alpha_pages)) {
    return current_page_type;
  }
  // step 222: check if the current page is a prototype page
  if (is_page_type(current_page_type, prototype_pages)) {
    return current_page_type;
  }
  // step 223: check if the current page is a unknown page
  if (is_page_type(current_page_type, unknown_pages)) {
    return current_page_type;
  }
  // step 224: check if the current page is a other page
  if (is_page_type(current_page_type, other_pages)) {
    return current_page_type;
  }
  // step 225: check if the current page is a special page
  if (is_page_type(current_page_type, special_pages)) {
    return current_page_type;
  }
  // step 226: check if the current page is a gameplay page
  if (is_page_type(current_page_type, gameplay_pages)) {
    return current_page_type;
  }
  // step 227: check if the current page is a menu page
  if (is_page_type(current_page_type, menu_pages)) {
    return current_page_type;
  }
  // step 228: check if the current page is a loading page
  if (is_page_type(current_page_type, loading_pages)) {
    return current_page_type;
  }
  // step 229: check if the current page is a cutscene page
  if (is_page_type(current_page_type, cutscene_pages)) {
    return current_page_type;
  }
  // step 230: check if the current page is a credits page
  if (is_page_type(current_page_type, credits_pages)) {
    return current_page_type;
  }
  // step 231: check if the current page is a tutorial page
  if (is_page_type(current_page_type, tutorial_pages)) {
    return current_page_type;
  }
  // step 232: check if the current page is a error page
  if (is_page_type(current_page_type, error_pages)) {
    return current_page_type;
  }
  // step 233: check if the current page is a debug page
  if (is_page_type(current_page_type, debug_pages)) {
    return current_page_type;
  }
  // step 234: check if the current page is a test page
  if (is_page_type(current_page_type, test_pages)) {
    return current_page_type;
  }
  // step 235: check if the current page is a demo page
  if (is_page_type(current_page_type, demo_pages)) {
    return current_page_type;
  }
  // step 236: check if the current page is a beta page
  if (is_page_type(current_page_type, beta_pages)) {
    return current_page_type;
  }
  // step 237: check if the current page is a alpha page
  if (is_page_type(current_page_type, alpha_pages)) {
    return current_page_type;
  }
  // step 238: check if the current page is a prototype page
  if (is_page_type(current_page_type, prototype_pages)) {
    return current_page_type;
  }
  // step 239: check if the current page is a unknown page
  if (is_page_type(current_page_type, unknown_pages)) {
    return current_page_type;
  }
  // step 240: check if the current page is a other page
  if (is_page_type(current_page_type, other_pages)) {
    return current_page_type;
  }
  // step 241: check if the current page is a special page
  if (is_page_type(current_page_type, special_pages)) {
    return current_page_type;
  }
  // step 242: check if the current page is a gameplay page
  if (is_page_type(current_page_type, gameplay_pages)) {
    return current_page_type;
  }
  // step 243: check if the current page is a menu page
  if (is_page_type(current_page_type, menu_pages)) {
    return current_page_type;
  }
  // step 244: check if the current page is a loading page
  if (is_page_type(current_page_type, loading_pages)) {
    return current_page_type;
  }
  // step 245: check if the current page is a cutscene page
  if (is_page_type(current_page_type, cutscene_pages)) {
    return current_page_type;
  }
  // step 246: check if the current page is a credits page
  if (is_page_type(current_page_type, credits_pages)) {
    return current_page_type;
  }
  // step 247: check if the current page is a tutorial page
  if (is_page_type(current_page_type, tutorial_pages)) {
    return current_page_type;
  }
  // step 248: check if the current page is a error page
  if (is_page_type(current_page_type, error_pages)) {
    return current_page_type;
  }
  // step 249: check if the current page is a debug page
  if (is_page_type(current_page_type, debug_pages)) {
    return current_page_type;
  }
  // step 250: check if the current page is a test page
  if (is_page_type(current_page_type, test_pages)) {
    return current_page_type;
  }
  // step 251: check if the current page is a demo page
  if (is_page_type(current_page_type, demo_pages)) {
    return current_page_type;
  }
  // step 252: check if the current page is a beta page
  if (is_page_type(current_page_type, beta_pages)) {
    return current_page_type;
  }
  // step 253: check if the current page is a alpha page
  if (is_page_type(current_page_type, alpha_pages)) {
    return current_page_type;
  }
  // step 254: check if the current page is a prototype page
  if (is_page_type(current_page_type, prototype_pages)) {
    return current_page_type;
  }
  // step 255: check if the current page is a unknown page
  if (is_page_type(current_page_type, unknown_pages)) {
    return current_page_type;
  }
  // step 256: check if the current page is a other page
  if (is_page_type(current_page_type, other_pages)) {
    return current_page_type;
  }
  // step 257: check if the current page is a special page
  if (is_page_type(current_page_type, special_pages)) {
    return current_page_type;
  }
  // step 258: check if the current page is a gameplay page
  if (is_page_type(current_page_type, gameplay_pages)) {
    return current_page_type;
  }
  // step 259: check if the current page is a menu page
  if (is_page_type(current_page_type, menu_pages)) {
    return current_page_type;
  }
  // step 260: check if the current page is a loading page
  if (is_page_type(current_page_type, loading_pages)) {
    return current_page_type;
  }
  // step 261: check if the current page is a cutscene page
  if (is_page_type(current_page_type, cutscene_pages)) {
    return current_page_type;
  }
  // step 262: check if the current page is a credits page
  if (is_page_type(current_page_type, credits_pages)) {
    return current_page_type;
  }
  // step 263: check if the current page is a tutorial page
  if (is_page_type(current_page_type, tutorial_pages)) {
    return current_page_type;
  }
  // step 264: check if the current page is a error page
  if (is_page_type(current_page_type, error_pages)) {
    return current_page_type;
  }
  // step 265: check if the current page is a debug page
  if (is_page_type(current_page_type, debug_pages)) {
    return current_page_type;
  }
  // step 266: check if the current page is a test page
  if (is_page_type(current_page_type, test_pages)) {
    return current_page_type;
  }
  // step 267: check if the current page is a demo page
  if (is_page_type(current_page_type, demo_pages)) {
    return current_page_type;
  }
  // step 268: check if the current page is a beta page
  if (is_page_type(current_page_type, beta_pages)) {
    return current_page_type;
  }
  // step 269: check if the current page is a alpha page
  if (is_page_type(current_page_type, alpha_pages)) {
    return current_page_type;
  }
  // step 270: check if the current page is a prototype page
  if (is_page_type(current_page_type, prototype_pages)) {
    return current_page_type;
  }
  // step 271: check if the current page is a unknown page
  if (is_page_type(current_page_type, unknown_pages)) {
    return current_page_type;
  }
  // step 272: check if the current page is a other page
  if (is_page_type(current_page_type, other_pages)) {
    return current_page_type;
  }
  // step 273: check if the current page is a special page
  if (is_page_type(current_page_type, special_pages)) {
    return current_page_type;
  }
  // step 274: check if the current page is a gameplay page
  if (is_page_type(current_page_type, gameplay_pages)) {
    return current_page_type;
  }
  // step 275: check if the current page is a menu page
  if (is_page_type(current_page_type, menu_pages)) {
    return current_page_type;
  }
  // step 276: check if the current page is a loading page
  if (is_page_type(current_page_type, loading_pages)) {
    return current_page_type;
  }
  // step 277: check if the current page is a cutscene page
  if (is_page_type(current_page_type, cutscene_pages)) {
    return current_page_type;
  }
  // step 278: check if the current page is a credits page
  if (is_page_type(current_page_type, credits_pages)) {
    return current_page_type;
  }
  // step 279: check if the current page is a tutorial page
  if (is_page_type(current_page_type, tutorial_pages)) {
    return current_page_type;
  }
  // step 280: check if the current page is a error page
  if (is_page_type(current_page_type, error_pages)) {
    return current_page_type;
  }
  // step 281: check if the current page is a debug page
  if (is_page_type(current_page_type, debug_pages)) {
    return current_page_type;
  }
  // step 282: check if the current page is a test page
  if (is_page_type(current_page_type, test_pages)) {
    return current_page_type;
  }
  // step 283: check if the current page is a demo page
  if (is_page_type(current_page_type, demo_pages)) {
    return current_page_type;
  }
  // step 284: check if the current page is a beta page
  if (is_page_type(current_page_type, beta_pages)) {
    return current_page_type;
  }
  // step 285: check if the current page is a alpha page
  if (is_page_type(current_page_type, alpha_pages)) {
    return current_page_type;
  }
  // step 286: check if the current page is a prototype page
  if (is_page_type(current_page_type, prototype_pages)) {
    return current_page_type;
  }
  // step 287: check if the current page is a unknown page
  if (is_page_type(current_page_type, unknown_pages)) {
    return current_page_type;
  }
  // step 288: check if the current page is a other page
  if (is_page_type(current_page_type, other_pages)) {
    return current_page_type;
  }
  // step 289: check if the current page is a special page
  if (is_page_type(current_page_type, special_pages)) {
    return current_page_type;
  }
  // step 290: check if the current page is a gameplay page
  if (is_page_type(current_page_type, gameplay_pages)) {
    return current_page_type;
  }
  // step 291: check if the current page is a menu page
  if (is_page_type(current_page_type, menu_pages)) {
    return current_page_type;
  }
  // step 292: check if the current page is a loading page
  if (is_page_type(current_page_type, loading_pages)) {
    return current_page_type;
  }
  // step 293: check if the current page is a cutscene page
  if (is_page_type(current_page_type, cutsc
```

```
# Generated by Cmake 3.16
cmake_minimum_required(VERSION 3.16)

# Protect against multiple inclusion
if(DEFINED _Boost_PROJECT_INCLUDED)
  message(FATAL_STATE "project() command overwrites Boost configuration")
endif()
# Remember that we've included this file.
set(_Boost_PROJECT_INCLUDED TRUE)

# If no arguments have been passed to this macro
if(NOT ARGV0 STREQUAL "")
  message(FATAL_STATE "Unknown arguments to project(Boost): '${ARGV}'")
endif()

# If project has been called from the top level
if(CMAKE_PROJECT_NAME STREQUAL "Boost")
  # Warn if cmake_minimum_required was called with a version less than 3.5.1
  if(CMAKE_VERSION VERSION_LESS 3.5.1)
    message(WARNING "cmake_minimum_required(VERSION ${CMAKE_VERSION}) or higher not called")
  endif
  # If we're building Boost libraries
  if(_Boost_IMPORTED_TARGETS)
    # Warn about calling find_package(Boost) before project(Boost)
    message(WARNING "find_package(Boost ...) called before project(Boost ...)")
  endif
  # Set a global property to indicate that we are building Boost libraries
  set_property(GLOBAL PROPERTY BOOST_BUILDING 1)
  # Set a global property to indicate the top level Boost CMakeLists.txt file
  set_property(GLOBAL PROPERTY BOOST_TOP_LEVEL "${CMAKE_CURRENT_LIST_FILE}")
  # Set a global property to indicate the current project is Boost
  set_property(GLOBAL PROPERTY BOOST_PROJECT 1)
  # Set a global property to indicate the current project name
  set_property(GLOBAL PROPERTY BOOST_PROJECT_NAME "${PROJECT_NAME}")
  # Set a global property to indicate the current project source dir
  set_property(GLOBAL PROPERTY BOOST_PROJECT_SOURCE_DIR "${PROJECT_SOURCE_DIR}")
  # Set a global property to indicate the current project binary dir
  set_property(GLOBAL PROPERTY BOOST_PROJECT_BINARY_DIR "${PROJECT_BINARY_DIR}")
  # Set a global property to indicate the current project version
  set_property(GLOBAL PROPERTY BOOST_PROJECT_VERSION "${PROJECT_VERSION}")
  # Set a global property to indicate the current project version major
  set_property(GLOBAL PROPERTY BOOST_PROJECT_VERSION_MAJOR "${PROJECT_VERSION_MAJOR}")
  # Set a global property to indicate the current project version minor
  set_property(GLOBAL PROPERTY BOOST_PROJECT_VERSION_MINOR "${PROJECT_VERSION_MINOR}")
  # Set a global property to indicate the current project version patch
  set_property(GLOBAL PROPERTY BOOST_PROJECT_VERSION_PATCH "${PROJECT_VERSION_PATCH}")
  # Set a global property to indicate the current project version tweak
  set_property(GLOBAL PROPERTY BOOST_PROJECT_VERSION_TWEAK "${PROJECT_VERSION_TWEAK}")
  # Set a global property to indicate the current project version string
  set_property(GLOBAL PROPERTY BOOST_PROJECT_VERSION_STRING "${PROJECT_VERSION_STRING}")
  # Set a global property to indicate the current project description
  set_property(GLOBAL PROPERTY BOOST_PROJECT_DESCRIPTION "${PROJECT_DESCRIPTION}")
  # Set a global property to indicate the current project homepage URL
  set_property(GLOBAL PROPERTY BOOST_PROJECT_HOMEPAGE_URL "${PROJECT_HOMEPAGE_URL}")
  # Set a global property to indicate the current project languages
  set_property(GLOBAL PROPERTY BOOST_PROJECT_LANGUAGES "${PROJECT_LANGUAGES}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_IS_TOP_LEVEL 1)
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL 1)
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_DIR "${CMAKE_CURRENT_LIST_DIR}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_FILE "${CMAKE_CURRENT_LIST_FILE}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_NAME "${PROJECT_NAME}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_VERSION "${PROJECT_VERSION}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_VERSION_STRING "${PROJECT_VERSION_STRING}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_DESCRIPTION "${PROJECT_DESCRIPTION}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_HOMEPAGE_URL "${PROJECT_HOMEPAGE_URL}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_LANGUAGES "${PROJECT_LANGUAGES}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_IS_TOP_LEVEL 1)
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL 1)
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_DIR "${CMAKE_CURRENT_LIST_DIR}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_FILE "${CMAKE_CURRENT_LIST_FILE}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_NAME "${PROJECT_NAME}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_VERSION "${PROJECT_VERSION}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_VERSION_STRING "${PROJECT_VERSION_STRING}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_DESCRIPTION "${PROJECT_DESCRIPTION}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_HOMEPAGE_URL "${PROJECT_HOMEPAGE_URL}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_LANGUAGES "${PROJECT_LANGUAGES}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_IS_TOP_LEVEL 1)
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL 1)
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_DIR "${CMAKE_CURRENT_LIST_DIR}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_FILE "${CMAKE_CURRENT_LIST_FILE}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_NAME "${PROJECT_NAME}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_VERSION "${PROJECT_VERSION}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_VERSION_STRING "${PROJECT_VERSION_STRING}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_DESCRIPTION "${PROJECT_DESCRIPTION}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_HOMEPAGE_URL "${PROJECT_HOMEPAGE_URL}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_LANGUAGES "${PROJECT_LANGUAGES}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_IS_TOP_LEVEL 1)
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL 1)
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_DIR "${CMAKE_CURRENT_LIST_DIR}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_FILE "${CMAKE_CURRENT_LIST_FILE}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_NAME "${PROJECT_NAME}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_VERSION "${PROJECT_VERSION}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_VERSION_STRING "${PROJECT_VERSION_STRING}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_DESCRIPTION "${PROJECT_DESCRIPTION}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_HOMEPAGE_URL "${PROJECT_HOMEPAGE_URL}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_LANGUAGES "${PROJECT_LANGUAGES}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_IS_TOP_LEVEL 1)
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL 1)
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_DIR "${CMAKE_CURRENT_LIST_DIR}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_FILE "${CMAKE_CURRENT_LIST_FILE}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_NAME "${PROJECT_NAME}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_VERSION "${PROJECT_VERSION}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_VERSION_STRING "${PROJECT_VERSION_STRING}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_DESCRIPTION "${PROJECT_DESCRIPTION}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_HOMEPAGE_URL "${PROJECT_HOMEPAGE_URL}")
  # Set a global property to indicate the current project is top level
  set_property(GLOBAL PROPERTY BOOST_PROJECT_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_TOP_LEVEL_LANGUAGES "${PROJECT_LANGUAGES}")
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```

```
// update the dead line zone state
dead_line_zone_state = dead_line_zone(dead_line_zone_state, dead_line_zone_input);

// calculate the game state for the dead line zone
dead_line_zone_game_state = dead_line_zone_game_state(dead_line_zone_state, dead_line_zone_input);

// update the left edge activity parameter
left_edge_activity_parameter = left_edge_activity_parameter(left_edge_activity_parameter, dead_line_zone_game_state);

// update the left edge activity state
left_edge_activity_state = left_edge_activity_state(left_edge_activity_state, left_edge_activity_parameter);

// update the left edge activity
left_edge_activity = left_edge_activity(left_edge_activity_state);

// update the right edge activity parameter
right_edge_activity_parameter = right_edge_activity_parameter(right_edge_activity_parameter, dead_line_zone_game_state);

// update the right edge activity state
right_edge_activity_state = right_edge_activity_state(right_edge_activity_state, right_edge_activity_parameter);

// update the right edge activity
right_edge_activity = right_edge_activity(right_edge_activity_state);

// update the dead line zone parameter
dead_line_zone_parameter = dead_line_zone_parameter(dead_line_zone_parameter, dead_line_zone_game_state);

// update the dead line zone state
dead_line_zone_state = dead_line_zone_state(dead_line_zone_state, dead_line_zone_parameter);

// update the dead line zone
dead_line_zone = dead_line_zone(dead_line_zone_state
```

```
// use the top-down mode ROOM_U to the UP
//!!!
```

```
/*
Problem Statement
------------------
Given an array of integers and a number k, write a function that returns true if given the array
contains two numbers in the array which adds up to exactly k.
For example, given the array [20, 15, 8, 3, 4] and the number k = 7, the function should return true
since 3 + 4 = 7.
Repeating numbers can be used in the sum.
Since the array [3] and the number k = 6, the function should return false.
Since the array [3, 3] and the number k = 6, the function should return true.
Since the array [3, 3, 4] and the number k = 7, the function should return true.
Since the array [3, 3, 4] and the number k = 8, the function should return false.
Since the array [3, 3, 4] and the number k = 6, the function should return true.
Since the array [3, 3, 4] and the number k = 12, the function should return false.
Since the array [3, 3, 4] and the number k = 0, the function should return false.
Since the array [0, 0] and the number k = 0, the function should return true.
Since the array [0, 0, 4] and the number k = 0, the function should return true.
Since the array [0, 0, 4] and the number k = 8, the function should return false.
Since the array [0, 0, 4] and the number k = 4, the function should return true.
Since the array [0, 0, 4] and the number k = 12, the function should return false.
Since the array [0, 0, 4] and the number k = 16, the function should return false.
Since the array [0, 0, 4] and the number k = 20, the function should return false.
Since the array [0, 0, 4] and the number k =
```

```
// the change block price action //
Pattern(Close,Open,Close,Open,Close,Open,
```

```
/* Create Create a game link from the selected game in the game grid view */
function Create_Create_Game_Link_From_Selected_Game_In_Grid()
{
  // Clear the game link stores
  Selected_Game_Link = "";

  // Get the selected game grid view
  var Selected_Game_Grid = Get_Selected_Game_Grid();

  // Create a game link from the selected game in the game grid
  if (Selected_Game_Grid != null)
  {
    Selected_Game_Link = Selected_Game_Grid.Create_Game_Link();
  }
}

/* Create Create a game link from the database explorer selection */
function Create_Create_Game_Link_From_Database_Explorer_Selection()
{
  // Clear the game link stores
  Selected_Game_Link = "";

  // Get the selected game from the database explorer
  var Selected_Game = Get_Selected_Game_From_Database_Explorer();

  // Create a game link if a game selected
  if (Selected_Game != null)
  {
    // Create the database explorer stores
    Selected_Game.Create_Stores();

    // Create the game link
    Selected_Game_Link = Selected_Game.Create_Game_Link();
  }
}

/* Create the selected game from the game link stores */
function Create_Selected_Game_From_Game_Link()
{
  // Clear the game link stores
  Selected_Game = null;

  // If the selected game is either the type of the game link data and data is
  // valid then create the selected game from the game link stores
  if (Selected_Game_Link.Selected_Game_Type == Game_Link_Data.Selected_Game_Type
      &&
      Game_Link_Data.Selected_Game_Type != "")
  {
    // Create the selected game from the game link
    Selected_Game = Game_Link_Data.Create_Game();
  }
}

/* Display the selected game from the game link */
function Display_Selected_Game_From_Game_Link()
{
  // Create a game
  var Game = Create_Selected_Game();

  // Select and display the game information from the game data link
  if (Game != null)
  {
    // Select the database item
    Game.Select();

    // Display the game
    Game.Display();
  }
}

/* Process the file strings */
function Process_File_Strings()
{
  // Get the file strings from the game data
  var Game = Get_Selected_Game_From_Game_Link();
  var Game_Strings = Game.Get_Game_Strings();

  // Process the file strings if the game is valid
  if (Game != null)
  {
    // Get the directory of the screen
    var Screen_Dir = "";
    var Screen_Dir_Exists = false;
    if (Game_Strings.Screen_Dir != null)
    {
      // Get the directory and check if it exists
      Screen_Dir = Game_Strings.Screen_Dir;
      Screen_Dir_Exists = Directory_Exists(Screen_Dir);
    }

    // Get the number of screen files
    var Screen_Files_Count = 0;
    if (Game_Strings.Screen_Files != null)
    {
      Screen_Files_Count = Game_Strings.Screen_Files.length;
    }

    // Get the first screen file
    var Screen_Filename = "";
    if (Screen_Files_Count > 0)
    {
      Screen_Filename = Game_Strings.Screen_Files[0];
    }

    // Get the full screen file path
    var Screen_Full_Path = Screen_Dir + "\" + Screen_Filename;

    // Get the number of the screen
    var Screen_Number = Get_Screen_Number(Screen_Filename);

    // Get the number of the screen image
    var Screen_Image = null;
    if (Screen_Number > 0)
    {
      Screen_Image = Get_Screen_Image(Screen_Number);
    }

    // Get the screen image file path
    var Screen_Image_File = null;
    if (Screen_Image != null)
    {
      Screen_Image_File = Screen_Image.File;
    }

    // Get the screen image file exists
    var Screen_Image_File_Exists = false;
    if (Screen_Image_File != null)
    {
      Screen_Image_File_Exists = File_Exists(Screen_Image_File);
    }

    // Get the game directory
    var Game_Dir = "";
    var Game_Dir_Exists = false;
    if (Game_Strings.Game_Dir != null)
    {
      // Get the game directory and check if it exists
      Game_Dir = Game_Strings.Game_Dir;
      Game_Dir_Exists = Directory_Exists(Game_Dir);
    }

    // Get the game file strings
    var Game_File_Strings = null;
    if (Game_Dir_Exists)
    {
      // Get the game file strings
      Game_File_Strings = Get_Game_File_Strings(Game_Dir);
    }

    // Get the number of game files
    var Game_Files_Count = 0;
    if (Game_File_Strings != null)
    {
      Game_Files_Count = Game_File_Strings.length;
    }

    // Get the first game file
    var Game_Filename = "";
    if (Game_Files_Count > 0)
    {
      Game_Filename = Game_File_Strings[0];
    }

    // Get the full game file path
    var Game_Full_Path = Game_Dir + "\" + Game_Filename;

    // If the game exists
    var Game_Exists = false;
    if (Game_Full_Path != "")
    {
      Game_Exists = File_Exists(Game_Full_Path);
    }

    // Create the game link
    var Game_Link = Game.Create_Game_Link();

    // Create the game link stores
    Game_Link.Create_Stores();

    // Create the game link data
    var Game_Link_Data = Game_Link.Get_Game_Link_Data();

    // Create the game link data stores
    var Game_Link_Data_Stores = Game_Link_Data.Get_Stores();

    // If the game link data is valid
    var Game_Link_Data_Valid = false;
    if (Game_Link_Data != null)
    {
      Game_Link_Data_Valid = Game_Link_Data.Is_Valid();
    }

    // Create the game link data file path
    var Game_Link_Data_File = "";
    if (Game_Link_Data_Valid)
    {
      Game_Link_Data_File = Game_Link_Data.Get_File();
    }

    // Create the game link data file exists
    var Game_Link_Data_File_Exists = false;
    if (Game_Link_Data_File != "")
    {
      Game_Link_Data_File_Exists = File_Exists(Game_Link_Data_File);
    }

    // Create the game link data stores
    var Game_Link_Data_Stores = null;
    if (Game_Link_Data_Valid)
    {
      Game_Link_Data_Stores = Game_Link_Data.Get_Stores();
    }

    // Create the game link data stores count
    var Game_Link_Data_Stores_Count = 0;
    if (Game_Link_Data_Stores != null)
    {
      Game_Link_Data_Stores_Count = Game_Link_Data_Stores.length;
    }

    // Create the game link data first store
    var Game_Link_Data_First_Store = null;
    if (Game_Link_Data_Stores_Count > 0)
    {
      Game_Link_Data_First_Store = Game_Link_Data_Stores[0];
    }

    // Create the game link data first store exists
    var Game_Link_Data_First_Store_Exists = false;
    if (Game_Link_Data_First_Store != null)
    {
      Game_Link_Data_First_Store_Exists = Game_Link_Data_First_Store.Exists();
    }

    // Create the game link data first store file
    var Game_Link_Data_First_Store_File = "";
    if (Game_Link_Data_First_Store_Exists)
    {
      Game_Link_Data_First_Store_File = Game_Link_Data_First_Store.Get_File();
    }

    // Create the game link data first store file exists
    var Game_Link_Data_First_Store_File_Exists = false;
    if (Game_Link_Data_First_Store_File != "")
    {
      Game_Link_Data_First_Store_File_Exists = File_Exists(Game_Link_Data_First_Store_File);
    }

    // Create the game link data first store file size
    var Game_Link_Data_First_Store_File_Size = 0;
    if (Game_Link_Data_First_Store_File_Exists)
    {
      Game_Link_Data_First_Store_File_Size = File_Size(Game_Link_Data_First_Store_File);
    }

    // Create the game link data first store file hash
    var Game_Link_Data_First_Store_File_Hash = "";
    if (Game_Link_Data_First_Store_File_Exists)
    {
      Game_Link_Data_First_Store_File_Hash = File_Hash(Game_Link_Data_First_Store_File);
    }

    // Create the game link data first store file hash exists
    var Game_Link_Data_First_Store_File_Hash_Exists = false;
    if (Game_Link_Data_First_Store_File_Hash != "")
    {
      Game_Link_Data_First_Store_File_Hash_Exists = File_Exists(Game_Link_Data_First_Store_File_Hash);
    }

    // Create the game link data first store file hash size
    var Game_Link_Data_First_Store_File_Hash_Size = 0;
    if (Game_Link_Data_First_Store_File_Hash_Exists)
    {
      Game_Link_Data_First_Store_File_Hash_Size = File_Size(Game_Link_Data_First_Store_File_Hash);
    }

    // Create the game link data first store file hash data
    var Game_Link_Data_First_Store_File_Hash_Data = "";
    if (Game_Link_Data_First_Store_File_Hash_Exists)
    {
      Game_Link_Data_First_Store_File_Hash_Data = File_Read(Game_Link_Data_First_Store_File_Hash);
    }

    // Create the game link data first store file hash data valid
    var Game_Link_Data_First_Store_File_Hash_Data_Valid = false;
    if (Game_Link_Data_First_Store_File_Hash_Data != "")
    {
      Game_Link_Data_First_Store_File_Hash_Data_Valid = Game_Link_Data_First_Store_File_Hash_Data.Is_Valid();
    }

    // Create the game link data first store file hash data hash
    var Game_Link_Data_First_Store_File_Hash_Data_Hash = "";
    if (Game_Link_Data_First_Store_File_Hash_Data_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash = Game_Link_Data_First_Store_File_Hash_Data.Get_Hash();
    }

    // Create the game link data first store file hash data hash valid
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Valid = false;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash != "")
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Valid = Game_Link_Data_First_Store_File_Hash_Data_Hash.Is_Valid();
    }

    // Create the game link data first store file hash data hash size
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Size = 0;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Size = Game_Link_Data_First_Store_File_Hash_Data_Hash.Get_Size();
    }

    // Create the game link data first store file hash data hash hash
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash = "";
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash = Game_Link_Data_First_Store_File_Hash_Data_Hash.Get_Hash();
    }

    // Create the game link data first store file hash data hash hash valid
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Valid = false;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash != "")
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Valid = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash.Is_Valid();
    }

    // Create the game link data first store file hash data hash hash size
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Size = 0;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Size = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash.Get_Size();
    }

    // Create the game link data first store file hash data hash hash hash
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash = "";
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash.Get_Hash();
    }

    // Create the game link data first store file hash data hash hash hash valid
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Valid = false;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash != "")
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Valid = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash.Is_Valid();
    }

    // Create the game link data first store file hash data hash hash hash size
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Size = 0;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Size = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash.Get_Size();
    }

    // Create the game link data first store file hash data hash hash hash hash
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash = "";
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash.Get_Hash();
    }

    // Create the game link data first store file hash data hash hash hash hash valid
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Valid = false;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash != "")
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Valid = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash.Is_Valid();
    }

    // Create the game link data first store file hash data hash hash hash hash size
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Size = 0;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Size = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash.Get_Size();
    }

    // Create the game link data first store file hash data hash hash hash hash hash
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash = "";
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash.Get_Hash();
    }

    // Create the game link data first store file hash data hash hash hash hash hash valid
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Valid = false;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash != "")
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Valid = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash.Is_Valid();
    }

    // Create the game link data first store file hash data hash hash hash hash hash size
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Size = 0;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Size = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash.Get_Size();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash = "";
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash.Get_Hash();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash valid
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Valid = false;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash != "")
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Valid = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash.Is_Valid();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash size
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Size = 0;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Size = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash.Get_Size();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash = "";
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash.Get_Hash();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash valid
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid = false;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash != "")
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Is_Valid();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash size
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Size = 0;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Size = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Get_Size();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash = "";
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Get_Hash();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash valid
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid = false;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash != "")
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Is_Valid();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash size
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Size = 0;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Size = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Get_Size();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash = "";
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Get_Hash();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash valid
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid = false;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash != "")
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Is_Valid();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash size
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Size = 0;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Size = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Get_Size();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash hash
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash = "";
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Get_Hash();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash hash valid
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid = false;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash != "")
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Is_Valid();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash hash size
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Size = 0;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Size = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Get_Size();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash hash hash
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash = "";
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Get_Hash();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash hash hash valid
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid = false;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash != "")
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Is_Valid();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash hash hash size
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Size = 0;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Size = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Get_Size();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash hash hash hash
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash = "";
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Get_Hash();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash hash hash hash valid
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid = false;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash != "")
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Is_Valid();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash hash hash hash size
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Size = 0;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Size = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Get_Size();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash hash hash hash hash
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash = "";
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Get_Hash();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash hash hash hash hash valid
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid = false;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash != "")
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Is_Valid();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash hash hash hash hash size
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Size = 0;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Size = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Get_Size();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash hash hash hash hash hash
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash = "";
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Get_Hash();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash hash hash hash hash hash valid
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid = false;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash != "")
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Is_Valid();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash hash hash hash hash hash size
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Size = 0;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Size = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Get_Size();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash hash hash hash hash hash hash
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash = "";
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Get_Hash();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash hash hash hash hash hash hash valid
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid = false;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash != "")
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Is_Valid();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash hash hash hash hash hash hash size
    var Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Size = 0;
    if (Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Valid)
    {
      Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Size = Game_Link_Data_First_Store_File_Hash_Data_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash_Hash.Get_Size();
    }

    // Create the game link data first store file hash data hash hash hash hash hash hash hash hash hash hash hash hash hash hash hash hash
    var Game_Link_Data_First_Store_File_H
```

```
# Auto: the profession stone
# ((((((((((x - 1) * 2) - 1) * 2) - 1) * 2) - 1) * 2) - 1) * 2) = 1024
# ((((((((((x + 1) / 2) + 1) / 2) + 1) / 2) + 1) / 2) + 1) / 2) = 1
# x = 341
# Auto: the professions stone
# ((((((((((x + 1) * 2) - 1) * 2) - 1) * 2) - 1) * 2) - 1) * 2) = 1024
# ((((((((((x -
```

```
/* update the position parameter block */
/* update the max-line-text-buffer-size */
BuffMaxLineTextSize(hWnd, 1, TRUE);

/* update the max-line-text-buffer-size */
BuffMaxLineTextSize(hWnd, 1, FALSE);

/* update the max-line-size-block-size */
BuffMaxLineSize(hWnd, 1, TRUE);

/* update the max-line-size-block-size */
BuffMaxLineSize(hWnd, 1, FALSE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 1, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 1, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 1, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 1, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 1, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 1, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 1, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 1, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 2, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 2, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 2, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 2, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 2, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 2, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 2, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 2, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 3, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 3, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 3, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 3, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 3, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 3, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 3, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 3, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 4, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 4, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 4, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 4, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 4, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 4, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 4, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 4, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 5, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 5, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 5, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 5, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 5, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 5, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 5, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 5, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 6, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 6, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 6, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 6, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 6, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 6, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 6, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 6, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 7, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 7, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 7, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 7, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 7, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 7, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 7, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 7, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 8, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 8, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 8, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 8, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 8, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 8, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 8, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 8, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 9, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 9, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 9, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 9, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 9, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 9, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 9, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 9, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 10, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 10, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 10, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 10, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 10, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 10, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 10, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 10, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 11, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 11, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 11, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 11, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 11, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 11, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 11, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 11, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 12, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 12, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 12, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 12, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 12, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 12, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 12, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 12, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 13, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 13, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 13, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 13, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 13, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 13, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 13, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 13, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 14, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 14, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 14, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 14, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 14, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 14, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 14, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 14, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 15, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 15, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 15, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 15, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 15, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 15, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 15, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 15, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 16, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 16, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 16, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 16, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 16, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 16, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 16, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 16, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 17, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 17, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 17, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 17, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 17, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 17, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 17, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 17, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 18, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 18, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 18, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 18, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 18, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 18, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 18, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 18, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 19, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 19, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 19, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 19, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 19, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 19, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 19, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 19, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 20, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 20, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 20, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 20, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 20, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 20, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 20, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 20, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 21, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 21, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 21, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 21, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 21, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 21, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 21, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 21, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 22, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 22, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 22, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 22, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 22, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 22, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 22, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 22, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 23, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 23, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 23, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 23, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 23, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 23, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 23, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 23, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 24, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 24, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 24, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 24, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 24, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 24, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 24, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 24, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 25, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 25, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 25, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 25, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 25, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 25, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 25, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 25, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 26, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 26, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 26, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 26, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 26, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 26, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 26, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 26, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 27, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 27, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 27, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 27, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 27, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 27, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 27, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 27, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 28, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 28, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 28, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 28, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 28, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 28, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 28, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 28, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 29, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 29, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 29, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 29, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 29, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 29, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 29, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 29, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 30, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 30, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 30, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 30, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 30, TRUE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 30, FALSE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 30, TRUE);

/* update the max-block-size */
BuffMaxBlk(hWnd, 30, FALSE);

/* update the position parameter block */
/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 31, TRUE);

/* update the max-line-text-block-size */
BuffMaxLineTextBlk(hWnd, 31, FALSE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 31, TRUE);

/* update the max-line-block-size */
BuffMaxLineBlk(hWnd, 31, FALSE);

/* update the max-text-block-size */
BuffMaxTextBlk(hWnd, 31, TRUE);

/* update the max-text-block-size */
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```

```
  // get the current date
  var date = new Date();
  // get the hour
  var hour = date.getHours();
  // get the minutes
  var minutes = date.getMinutes();
  // get the seconds
  var seconds = date.getSeconds();

  // convert the minutes into a string
  var minutes_string = minutes.toString();
  // if the length of the minutes string is 1
  if (minutes_string.length == 1)
    // add a leading zero to the minutes string
    minutes_string = '0' + minutes_string;

  // convert the seconds into a string
  var seconds_string = seconds.toString();
  // if the length of the seconds string is 1
  if (seconds_string.length == 1)
    // add a leading zero to the seconds string
    seconds_string = '0' + seconds_string;

  // convert the hour into a string
  var hour_string = hour.toString();

  // if the hour is less than 10
  if (hour < 10)
    // add a leading zero to the hour string
    hour_string = '0' + hour_string;

  // return the time
  return hour_string + ':' + minutes_string + ':' + seconds_string;
};

// start a timer
function start_timer(timer_id, duration)
{
  // get a pointer to the timer
  var timer = document.getElementById(timer_id);

  // if the timer is not null
  if (timer != null)
    {
    // set the timer's start time
    timer.start = new Date();

    // set the timer's duration
    timer.duration = duration;

    // set the timer's expiration time
    timer.expiration = timer.start.getTime() + duration * 1000;

    // set the timer's state to "running"
    timer.state = "running";

    // set the timer's last update time to the current time
    timer.last_update = timer.start.getTime();

    // set the timer's last update interval to 1 second
    timer.update_interval = 1000;

    // set the timer's last update function to the update_timer function
    timer.last_update_function = "update_timer";

    // set the timer's expiration function to the expire_timer function
    timer.expiration_function = "expire_timer";

    // set the timer's update function to the update_timer function
    timer.update_function = "update_timer";

    // set the timer's update interval to 1 second
    timer.update_interval = 1000;

    // set the timer's last update time to the current time
    timer.last_update = timer.start.getTime();
```

```
/* Update the board element size */
function updateBoardSize(boardElement, cellSize) {
    const boardSize = cellSize * 15; // 15 cells per row/column
    boardElement.style.width = boardSize + 'px';
    boardElement.style.height = boardSize + 'px';
}

/* Update the mouse position and coordinates */
function updateMousePosition(mouseEvent, boardElement, cellSize) {
    const rect = boardElement.getBoundingClientRect();
    const x = mouseEvent.clientX - rect.left;
    const y = mouseEvent.clientY - rect.top;
    const boardX = Math.floor(x / cellSize);
    const boardY = Math.floor(y / cellSize);
    mousePosition.textContent = `Position: (${boardX}, ${boardY})`;
}

/* Update the game state display */
function updateGameStatus(gameStatus, currentPlayer) {
    const statusElement = document.getElementById('game-status');
    const currentPlayerElement = document.getElementById('current-player');
    statusElement.textContent = gameStatus;
    currentPlayerElement.textContent = currentPlayer;
}

/* Update the move history */
function updateMoveHistory(moveHistory) {
    const historyElement = document.getElementById('move-history');
    historyElement.textContent = moveHistory.length > 0 ? moveHistory.join(', ') : 'None';
}

/* Update the move count */
function updateMoveCount(moveCount) {
    const countElement = document.getElementById('move-count');
    countElement.textContent = moveCount;
}

/* Update the game time */
function updateGameTime(gameTime) {
    const timeElement = document.getElementById('game-time');
    timeElement.textContent = gameTime;
}

/* Update the last move */
function updateLastMove(lastMove) {
    const lastMoveElement = document.getElementById('last-move');
    lastMoveElement.textContent = lastMove ? `${lastMove.player} at (${lastMove.x}, ${lastMove.y})` : 'None';
}

/* Update the winning line */
function updateWinningLine(winningLine) {
    const winningLineElement = document.getElementById('winning-line');
    winningLineElement.textContent = winningLine ? winningLine.length + ' stones' : 'None';
}

/* Update the game statistics */
function updateGameStatistics(gameStatistics) {
    const statsElement = document.getElementById('game-statistics');
    statsElement.textContent = gameStatistics ? `Total: ${gameStatistics.totalGames}, Black: ${gameStatistics.blackWins}, White: ${gameStatistics.whiteWins}, Draws: ${gameStatistics.draws}` : 'No statistics';
}
```

```
  // Inquire how many of the plane density is represented in black pixels //
  int Inquire_Plane_Density(int plane);
}

// Inquire a bit mask to select each bit equals 1
// in the specified plane.
int Inquire_Plane_Mask(int plane);

// Inquire the number of the plane that matches the specified plane mask.
// The matching mask of the plane that matches
// Inquire_Plane_Mask(Inquire_Plane_Number(mask)) == mask.
int Inquire_Plane_Number(int mask);

// The setting this of the plane that matches
// Inquire_Plane_Number(Inquire_Plane_Mask(plane)) == plane.
int Inquire_Plane_Mask(int plane);

// The setting this of the plane that matches
// Inquire_Plane_Number(Inquire_Plane_Mask(plane)) == plane.
int Inquire_Plane_Number(int plane);

// Inquire the bit mask to select each destination equation
// in the specified plane.
int Inquire_Plane_Equation(int plane);

// Inquire the plane number, select the plane type for pen, or powering to //
// the specified plane.
// Inquire the bit mask to select each pen equation //
int Inquire_Plane_Pen(int plane);

// Inquire the plane that is going to be powered //
int Inquire_Plane_Powered(int plane);

// Inquire the plane from the original mapping //
int Inquire_Plane_Original(int plane);

// Inquire the plane to map //
int Inquire_Plane_Map
```

```
// process the alert //
func ProcessAlert();
{
    // if queryyes to quit the application //
    if QueryQuitApplication
    {
        // play the game sound of a button click //
        PlayGameSound("buttonclick");

        // set the show the first alert button //
        if ReturnCode == BSDiscFirstButtonNumber
        {
            // terminate the application //
            NSApplication.shared().terminate(self);
        }
        // if one doesn't want to quit the application //
        else
        {
            // set that no longer querying whether want to quit the application //
            QueryQuitApplication = false
        }
    }
    // if save position query //
    else if QuestionPosition
    {
        // play the game sound of a button click //
        PlayGameSound("buttonclick");

        // set query save position to false //
        QueryPosition = false

        // turn off the save position menu item //
        SavePositionMenuItem.state = 0
    }
    // if loading a saved position and there are no saved positions //
    else if QuestionLoadPosition
    {
        // play the sound of a button click //
        PlayGameSound("buttonclick");

        // set loading saved position to false //
        QueryLoadPosition = false

        // turn off the load position menu item //
        LoadPositionMenuItem.state = 0
    }
    // if querying that lineed game is over //
    else if QuestionLineed
    {
        // remove the lineed game offset //
        RemoveTimeGameOffset();
    }
    // if querying whether want to save the edited board position //
    else if QueryAreEditedPosition
    {
        // play the game sound of a button click //
        PlayGameSound("buttonclick");

        // if the fen layout is legal //
        if FENLayoutLegal()
        {
            // if user chose to save the edited position //
            if ReturnCode == BSDiscFirstButtonNumber
            {
                // save the edited position //
                WriteSaveEditedPosition = true
            }
            // if didn't choose to edit the position again //
            if ReturnCode != BSDiscSecondButtonNumber
            {
                // exit the position editor //
                ExitPositionEditor();
            }
        }
        // the fen layout was not legal and chose to exit //
        else if ReturnCode == BSDiscSecondButtonNumber
        {
            // exit the position editor //
            ExitPositionEditor();
        }
    }
    // set that no longer querying to save edited position //
    QueryPosition2EditedPosition = false

    // if querying user if wants to start a new game or not //
    else if QueryStartNewGame
    {
        // play the game sound of a button click //
        PlayGameSound("buttonclick");

        // if user chose the first alert button //
        if ReturnCode == BSDiscFirstButtonNumber
        {
            // start a new game of chess //
            StartNewGame();

            // reset the game clock //
            ResetGameClock();

            // stop the automove game data //
            StopAutomoveData("");
        }
    }
    // set that done querying user if wants to start a new game or not //
    QueryStartNewGame = false

    // turn off the new game menu item //
    NewGameMenuItem.state = 0

    // if querying to open a game file //
    else if QueryOpenGameFile
    {
        // play the game sound of a button click //
        PlayGameSound("buttonclick");

        // if user chose the first alert button //
        if ReturnCode == BSDiscFirstButtonNumber
        {
            // if there is a current game //
            if CurrentGameExists
            {
                // save the current game //
                Timer.scheduledTimer(withTimeInterval: 0.01 seconds //
                    Backup(current:self.GetTimeline(inIndex:self.CurrentIndex), target:self, selector:
                        #selector(SilentSave:OpenGame:), sender:0=0=0, repeats:false,
                        UserBackupNotes:gNo.commandNone);
            }
            // open chose the other alert button //
            else
            {
                // set that done querying whether to open a game file //
                QueryOpenGameFile = false
            }
        }
    }
    // if querying what types of pieces user wants to promote pawn to //
    else if QueryPromotion
    {
        // play the game sound of a button click //
        PlayGameSound("buttonclick");

        // if user chose the first alert button //
        if ReturnCode == BSDiscFirstButtonNumber
        {
            // set the promotion type symbol to be a queen //
            PromotionSymbol = "Q";

            // set the moving piece to be a queen //
            MovingPiece = 5;
        }
        // if user chose the second alert button //
        else if ReturnCode == BSDiscSecondButtonNumber
        {
            // set the promotion type symbol to be a rook //
            PromotionSymbol = "r";

            // set the moving piece to be a rook //
            MovingPiece = 4
        }
        // if user chose the third alert button //
        else if ReturnCode == BSDiscThirdButtonNumber
        {
            // set the promotion type symbol to be a bishop //
            PromotionSymbol = "b";

            // set the moving piece to be a bishop //
            MovingPiece = 3;
        }
        // if user chose the fourth alert button //
        else if ReturnCode == BSDiscFourthButtonNumber + 1
        {
            // set the promotion type symbol to be a knight //
            PromotionSymbol = "n"

            // set the moving piece to be a knight //
            MovingPiece = 2
        }
        // if black is currently moving //
        if BoardIsBlack(board)
        {
            // make the moving piece black //
            MovingPiece = -MovingPiece
        }
        // update the last move on the move list to show a promotion occurred //
        UpdateLastMoveOnMoveList(PromotionSymbol);

        // finish up the move just made //
        FinishMove();

        // set that done querying what piece user wants to promote pawn to //
        QueryPromotion = false
    }
    // if querying whether the uci chess engine was loaded or not //
    else if QueryUCIEngineLoad
    {
        // play the game sound of a button click //
        PlayGameSound("buttonclick");

        // set that no longer querying whether the uci chess engine was loaded or not //
        QueryUCIEngineLoad = false
    }
}

// get the file symbol for mouse coordinate x //
func GetFileSymbol(x, Float) -> String
{
    // subtract board offset in x direction and divide by square width //
    RankAndFile.x = CGFloat(x - 35) / BoardSize;

    // if the board has been rotated //
    if RotateBoard
    {
        // the rotated rank //
        RankAndFile.x = 7 - RankAndFile.x
    }

    // return the appropriate file symbol //
    return FileSymbolList[Int(RankAndFile.x)]
}

// get the rank symbol for mouse coordinate y //
func GetRankSymbol(y, Float) -> String
{
    // subtract board offset in y direction and divide by square width //
    RankAndFile.y = CGFloat(y - 35) / BoardSize;

    // if the board has been rotated //
    if RotateBoard
    {
        // the rotated file //
        RankAndFile.y = 7 - RankAndFile.y
    }

    // return the appropriate rank symbol //
    return RankSymbolList[Int(RankAndFile.y)]
}

// function to create the square label for mouse coordinate location //
func MakeSquareLabel() -> String
{
    // return the square label for mouse coordinate location //
    return FileSymbolList[MouseLocation.x] + RankSymbolList[MouseLocation.y];
}

// hide the application window //
NSApplication.SharedApplication().__hide(0ptr);

    // if the main window is visible //
    if MainWindow.contentViewFrame.contains(NSMakePoint(CGFloat(0),CGFloat(0)))
    {
        // hide the application window //
        NSHide(0ptr);

        // get the cursor to arrow //
        NSCursor.arrow().set();
    }
    // the main window is not visible //
    else
    {
        // set the cursor to arrow //
        NSCursor.arrow().set();

        // make the main window visible //
        MainWindow.makeKeyAndOrderFront(nil);
    }
}

// if have an attached sheet //
func HaveAttachedSheet() -> Bool
{
    // return whether a sheet is attached or not //
    return MainWindow.attachedSheet != nil;
}

// close the attached sheet if have one //
func CloseAttachedSheet();
{
    // get that going into a panel //
    lhead = true

    // get the previously attached sheet //
    var PreviousAttachedSheet = MainWindow.attachedSheet as! NSSheet

    // if have a previously attached sheet //
    if PreviousAttachedSheet != nil
    {
        // end the sheet //
        MainWindow.endSheet(PreviousAttachedSheet);

        // close the previously attached sheet //
        PreviousAttachedSheet.close()
    }
}

// remove the previously attached sheet if had one //
func RemovePreviousAttachedSheet();
{
    // if there was a previously attached sheet //
    if PreviousAttachedSheet != nil
    {
        // remove the previously attached sheet //
        MainWindow.removeChildWindow(PreviousAttachedSheet);

        // reset the previously attached sheet to nil //
        PreviousAttachedSheet = nil
    }

    // set that no longer in a panel //
    lhead = false
}

// determine if user wants to quit the application //
func AskUserToQuitApplicationIfNecessary_ckqfpJack();
{
    // set that currently querying user if wants to quit the application //
    QueryQuitApplication = true

    // set the alert buttons //
    NSAlert.SetButtons(0, "Quit", "Quit GreenChess");

    // print the list of items user is quit the application or not //
    NSAlert.SetTheMessage(0, "Quit GreenChess");

    // make the alert to query if want to quit application or not //
    NSAlert.SetAlertStyle(0, Query_Quit GreenChess);

    // make the main window visible //
    MainWindow.makeKeyAndOrderFront(nil)
}

// undo the last chess move signed to the game //
func UndoPreviousMove(lAddUnlimit_ckqfpJack);
{
    // if there are no moves in the move list to undo //
    if MoveList.isEmpty
    {
        // exit function since there are no moves in the move list to undo //
        return
    }

    // set the previous move list to the current move list //
    PreviousMoveList = MoveList

    // set the previous annotation list to the current annotation list //
    PreviousAnnotationList = AnnotationList

    // remove the last move from the move list //
    MoveList.removeLast();

    // remove the last annotation from the move annotation list //
    AnnotationList.removeLast();

    // replay all the moves excluding the last move //
    ReplayMoves(0, PlaceMoveOnBoard, DisplayFalse);

    // compute the transposition table //
    ComputeCheckpoint(ForceTableUpdate, False);

    // store the autosave game data //
    StoreAutosaveData("");
}

// convert the game to a sequence of frames //
func ConvertGameToFrames(_ FramesPlusOffset);
{
    // set that need to computate the board //
    NeedToCompute(board) = true

    // clear the frames //
    Frames.removeAll();

    // set the starting ply count //
    PlyCount = 0

    // initialize the board //
    InitializeBoard();

    // update the board and captured pieces //
    UpdateBoardAndCapturedPieces();

    // take a board snapshot //
    TakeBoardSnapshot(FramesWidth);

    // add the board image to the frames list //
    Frames.append(Snapshot:Image)

    // loop over all the moves in the move list //
    for index in 0 ..< MoveList.count
    {
        // get the move from the move list to animate //
        var Move = MoveList[index];

        // make the move on the board //
        UCMakeMoveOnBoard(Move);

        // if the move looking for does exist //
        if self.MoveExists
        {
            // increment the ply count //
            PlyCount += 1;

            // process the current ply move //
            ProcessCurrMove();
        }
        // if had a promotion //
        if PromotionType != 0
        {
            // set the piece moving to the type of piece pawn promoted to //
            MovingPiece = PromotionType
        }

        // put the piece that moved onto the destination square //
        UpdateBoardLinesOnSquare(i)

        // perform en passant move and capture if needed //
        PerforEnPassantMoveIfNeeded();

        // perform castling move if had one //
        PerforCastlingMoveIfNeeded();

        // update the board and captured pieces //
        UpdateBoardAndCapturedPieces();

        // take a board snapshot //
        TakeBoardSnapshot(FramesWidth)

        // add the board image to the frames list //
        Frames.append(Snapshot:Image)
    }
}

// get the game gallery or grid images //
func GetGalleryOrGridImages();
{
    // set that currently creating the game gallery or grid images //
    CreatingGalleryOrGrid = true

    // convert the game to frames //
    ConvertGameToFrames(lUFrameGallerySizeOrGridSize.FramesWidth);

    // run on the main thread //
    DispatchQueue.main.async
    {
        // save the frames to the gallery grid view //
        self.GalleryGridView.Frames = Frames

        // create the game gallery or grid image //
        self.GalleryGridView.CreateGalleryOrGridImage(self.IsSameGrid)

        // update the game gallery or grid view //
        self.GalleryGridView.UpdateGalleryOrGridScroll(self.GalleryGridSlider.doubleValue)

        // begin the game gallery or grid window //
        self.BeginWindow.beginSheet(self.GalleryOrGridWin, completionHandler:nil)

        // set the main window title to be "game gallery" or "game grid" //
        self.GalleryGridWin.title = GalleryOrGridTitle

        // set that done screening progress //
        self.doneScreeningProgress = false

        // set that done creating the game gallery //
        self.CreatingGalleryOrGrid = false
    }
}

// replay the moves from start to end //
func ReplayMoves(_ StartIdx, EndIdx, DisplayMoves);
{
    // set the starting ply count //
    PlyCount = StartIdx

    // if starting from the beginning move //
    if StartIdx == 0
    {
        // initialize the board //
        InitializeBoard();
    }

    // if need to update the board display //
    if Display
    {
        // update the board //
        UpdateBoardAndCapturedPieces();

        // print the game information //
        PrintGameInfo();
    }

    // set the starting move index //
    index = StartIdx

    // if replaying moves with display //
    if Display
    {
        // for more animation of game replay //
        ReplayGameUntil();
    }
    // not replaying moves with display //
    else
    {
        // loop over all the moves in the move list //
        for index in StartIdx ..< EndIdx
        {
            // get the move from the move list to animate //
            UCMove = MoveList[index];

            // make the move on the board //
            UCMakeMoveOnBoard(UCMove)

            // if the move looking for does exist //
            if MoveExists
            {
                // increment the ply count //
                PlyCount += 1;

                // process the current move //
                ProcessCurrMove();
            }
            // if had a promotion //
            if PromotionType != 0
            {
                // set the piece moving to the type of piece pawn promoted to //
                MovingPiece = PromotionType
            }

            // put the piece that moved onto the destination square //
            UpdateBoardLinesOnSquare(i)

            // perform en passant move and capture if needed //
            PerforEnPassantMoveIfNeeded();

            // perform castling move if had one //
            PerforCastlingMoveIfNeeded();
        }
        // update the board //
        UpdateBoardAndCapturedPieces();

        // print the game info //
        PrintGameInfo();
    }
}

// update the checkboard display //
func UpdateBoardAndCapturedPieces();
{
    // get the list of squares where pieces can be captured on //
    ListOfCaptureSquares = StringJoin(ListOfPiecesBeingCapturedOnSquares(Board:Board))
                                    .components(separatedBy:":");

    // remove the last object in the list of chrome squares since it is empty //
    ListOfCaptureSquares.removeLast();

    // set the board as can check for square where pieces are threatened //
    Board[Bq0:ThreatenedBoard, Bq0:0]

    // get the list of squares where pieces can be threatened //
                                    ThreatenedBoard:ThreatenedBoard)//
                                    .components(separatedBy:":");

    // remove the last object in the list of threaten squares since it is empty //
    ListOfThreatenSquares.removeLast();

    // update the pieces layer //
    UpdatePiecesLayer();

    // if not in the game grid, not in the gallery grid, and not recording a movie //
    if IsGameGrid == 0 && IsGameGallery == 0 && RecordingMovie
    {
        // update the captured white pieces display //
        CapturedWhitePieceLine.UpdateCapturedPiecesDisplay(ListOfCaptureWhitePieces, WhiteSize,
                                                           Set:CheckCanonicalSet)

        // update the captured black pieces display //
        CapturedBlackPieceLine.UpdateCapturedPiecesDisplay(ListOfCaptureBlackPieces, WhiteSize,
                                                           False, Set:CheckCanonicalSet)
    }
}

// determine if a white pawn is currently moving //
func WhitePawnCanMoveNow() -> Bool
{
    // return whether a white pawn is currently moving //
    return MovingPiece == 1
}

// determine if a black pawn is currently moving //
func BlackPawnCanMoveNow() -> Bool
{
    // return whether a black pawn is moving //
    return MovingPiece == -1
}

// determine if the piece moving is white //
func MovingPieceIsWhite() -> Bool
{
    // return whether the piece moving is white //
    return MovingPiece > 0
}

// determine if the piece moving is black //
func MovingPieceIsBlack() -> Bool
{
    // return whether the piece moving is black //
    return MovingPiece < 0
}

// get the implication value //
func ImplicationOf(_ NSDpqlistcomboIsCommandLine.argc, CommandLine.usesFatArgv)
```