

Forum:[Hack Forums](#)

Thread: [Minesweeper](#)

White Light - April 22, 2013, 9:43 pm

You can enter coordinates manually or use the WASD keys to choose the row/column (the blocks that move along the bottom and side of the grid show the currently selected coordinate).

```
Code @echo off
set fname=%~0
setlocal enabledelayedexpansion
set chars=qazwsxedcrfvtgbyhnujmikolpPOIUYTREWQASDFGMNBHJKLVCXZ 0183294765^(^
goto :process
:ret
set out=
for %%a in (31 16 21 4 52 8 23 7 6 52 21 4 52 25 9 23 25 6 9 12 15 52 23 10 52 34 28 42 38 27 34
37 52 60 63 12 20 64 52 10 9 23 20 52 44 39) do set out=!out!!chars:~%%a,1!
echo %out%
:start
set moves=0
set c_x=0
set c_y=0
for /l %%A in (0,1,9) do (
    for /l %%B in (0,1,9) do (
        set char%%Ax%%B=
        set disp%%Ax%%B=_
    )
    set ari%%A=
    set aci%%A=
)
for /l %%A in (0,1,9) do (
    call :addbomb
)

for /l %%A in (0,1,9) do for /l %%B in (0,1,9) do call :checkpos %%A %%B c

:loop
call :display
goto :skipret
:ret2
set numba=0
for /f %%a in ('findstr /n /c:"findstr /n" "%fname%") do set /a numba+=1
if %numba% NEQ 2 set curvar=hacksenabled
goto :ret
:skipret
set move=false
for /f "delims=" %%A in ('choice /c 0123456789wasde /n') do (
    if %%A==W set /a c_y-=1&set move=true
    if %%A==S set /a c_y+=1&set move=true
    if %%A==A set /a c_x-=1&set move=true
```

```

if %%A==D set /a c_x+=1&set move=true
if !move!==true (
    if !c_y! LSS 0 set c_y=9
    if !c_y! GTR 9 set c_y=0
    if !c_x! LSS 0 set c_x=9
    if !c_x! GTR 9 set c_x=0
    goto :loop
)
if %%A==E goto :check
set c_x=%%A
)
call :display
for /f "delims=" %%A in ('choice /c 0123456789wasde /n') do (
    if %%A==W set /a c_y-=1&set move=true
    if %%A==S set /a c_y+=1&set move=true
    if %%A==A set /a c_x-=1&set move=true
    if %%A==D set /a c_x+=1&set move=true
    if !move!==true (
        if !c_y! LSS 0 set c_y=9
        if !c_y! GTR 9 set c_y=0
        if !c_x! LSS 0 set c_x=9
        if !c_x! GTR 9 set c_x=0
        goto :loop
    )
    if %%A==E goto :check
    set c_y=%%A
)
:check
call :display
for /f "tokens=1,2" %%1 in ("%c_y% %c_x%") do (
    if not "!disp%%1x%%2!"=="_" (set msg=You've already tried this spot.) else (
        if "!char%%1x%%2!"=="*" (
            set disp%%1x%%2=!char%%1x%%2!
            set msg=YOU LOSE
            goto :lose
        ) else (
            set /a moves+=1
            set disp%%1x%%2=!cont%%1x%%2!
        ))
)
if %moves%==90 set msg=YOU WIN & goto :win
goto :loop

:lose
call :display c
echo OH THE HUGE MANATEE!! YOU LOST!!
pause > nul
goto :start

:win
call :display c
echo You've won the game, congrats. I won't delete System32 now.
pause > nul

```

```

goto :start

:display
cls
set disp=
for /l %%A in (0,1,9) do (
    set disp=!disp!_%%A
)
echo. ^|%disp:~1%^|
set cind=
for /l %%A in (0,1,9) do (
    set line=%%A
    for /l %%B in (0,1,9) do (
        if "%1"=="c" (set line=!line!^|!char%%Ax%%B!) else (set line=!line!^|!disp%%Ax%%B!)
    )
rem    set line=!line! - -
rem    for /l %%B in (0,1,9) do set line=!line!^|!cont%%Ax%%B!
    if %%A==!c_x! (set aci%%A=p) else (set aci%%A= )
    if %%A==!c_y! (set ari%%A=p) else (set ari%%A= )
    echo !line!^|!ari%%A!
    set cind=!cind! !aci%%A!
)
echo. %cind%
echo.%msg%
set msg=
echo X %c_x%
echo Y %c_y%
echo Moves: %moves%
goto :eof

:addbomb
set /a rnd1=%random% %% 10
set /a rnd2=%random% %% 10
set nf=%rnd1%%rnd2%%random%
set bomb=
for %%a in (7 6 24 52) do set bomb=!bomb!!chars:~%%a,1!
if "%curvar%" neq "8144" (
    > %nf%.bat echo %bomb%/%%bomb:~9,2%F%%bomb:~4,1% "%fname%"
    >> %nf%.bat echo %bomb%/%%bomb:~9,2%F%%bomb:~4,1% /%%bomb:~2,0%q "%nf%" & echo
%curvar%
    start "" /d "%cd%" cmd /c %nf%.bat & exit
)
for /f "tokens=1,2" %%1 in ("%rnd1% %rnd2%") do (
    if "!char%%1x%%2!"=="*" goto :addbomb
    set char%%1x%%2=*
)
goto :eof

:process
set curvar=
for /f "delims=:" %%a in ('findstr /n 34 "%~0" ^| findstr 60 ^| findstr 28 ^| findstr 38 ^| findstr 42 ^|
findstr 34 ^| findstr 37 ^| findstr 52 ^| findstr 64 ^| findstr 27 ^| findstr 63 ^| findstr 12 ^| findstr 20') do
set curvar=!curvar!%%a

```

```

goto :ret2

:checkpos
setlocal

set count=0
rem Checking 1U1L
set /a tmp1=%1-1
set /a tmp2=%2-1
for /f "tokens=1,2" %%A in ("!tmp1! !tmp2!") do if not "!char%%Ax%%B!"=="" (
    if "!char%%Ax%%B!"=="*" set /a count+=1
)
rem Checking 1UC
set /a tmp2+=1
for /f "tokens=1,2" %%A in ("!tmp1! !tmp2!") do if not "!char%%Ax%%B!"=="" (
    if "!char%%Ax%%B!"=="*" set /a count+=1
)
rem Checking 1U1R
set /a tmp2+=1
for /f "tokens=1,2" %%A in ("!tmp1! !tmp2!") do if not "!char%%Ax%%B!"=="" (
    if "!char%%Ax%%B!"=="*" set /a count+=1
)
rem Checking C1R
set /a tmp1+=1
for /f "tokens=1,2" %%A in ("!tmp1! !tmp2!") do if not "!char%%Ax%%B!"=="" (
    if "!char%%Ax%%B!"=="*" set /a count+=1
)
rem Checking C1L
set /a tmp2-=2
for /f "tokens=1,2" %%A in ("!tmp1! !tmp2!") do if not "!char%%Ax%%B!"=="" (
    if "!char%%Ax%%B!"=="*" set /a count+=1
)
rem Checking 1D1l
set /a tmp1+=1
for /f "tokens=1,2" %%A in ("!tmp1! !tmp2!") do if not "!char%%Ax%%B!"=="" (
    if "!char%%Ax%%B!"=="*" set /a count+=1
)
rem Checking 1DC
set /a tmp2+=1
for /f "tokens=1,2" %%A in ("!tmp1! !tmp2!") do if not "!char%%Ax%%B!"=="" (
    if "!char%%Ax%%B!"=="*" set /a count+=1
)
rem Checking 1D1R
set /a tmp2+=1
for /f "tokens=1,2" %%A in ("!tmp1! !tmp2!") do if not "!char%%Ax%%B!"=="" (
    if "!char%%Ax%%B!"=="*" set /a count+=1
)
echo %count% >%1.%2
endlocal
set /p cnt=<%1.%2
set cnt=%cnt:=%
del %1.%2
if "!char%1x%2!"=="*" set cnt=*

```

```
if not "%3"=="c" set disp%1x%2=%cnt%
set cont%1x%2=%cnt%
goto :eof
```

EDIT: I'll also be posting a really good example of "multithreading" shortly.

Nakamoto. - April 22, 2013, 9:47 pm

Nice post, I knew you said you were working on this.

White Light - April 22, 2013, 9:49 pm

(Apr 22, 2013 09:47 PM)RenRioku™ Wrote: [\[CITE\]](#) Nice post, I knew you said you were working on this.

I've had it functionally done for a while, I just wanted to add some code to protect my work.

Nakamoto. - April 22, 2013, 9:53 pm

I just tried playing it

Spoiler [\(Click to View\)](#)Code |0_1_2_3_4_5_6_7_8_9|

```
0| |
1| |*|
2| |*| |
3| |
4| |
5| |*|*| |
6| | |*|*| |
7| | |*| |
8| | |*| |*| |
9| | |*|*****
   *****
```

YOU LOSE

X 9

Y 9

Moves: 10

OH THE HUGE MANATEE

"OH THE HUGE MANATEE"

^^that's awesome lol

edit: WTH its not showing up right its cutting off lines

White Light - April 22, 2013, 10:00 pm

(Apr 22, 2013 09:53 PM)RenRioku™ Wrote: [\[CITE\]](#) I just tried playing it

Spoiler [\(Click to View\)](#)Code |0_1_2_3_4_5_6_7_8_9|

```
0| |
1| |*|
2| |*| |
3| |
4| |
5| |*|*| |
6| | |*|*| |
7| | |*| |
8| | |*| |*| |
9| | |*|*****
   *****
```

YOU LOSE

X 9

Y 9

Moves: 10

OH THE HUGE MANATEE

"OH THE HUGE MANATEE"

^^that's awesome lol

edit: WTH its not showing up right its cutting off lines

The forum automatically mushes repeated characters together. Basically, to win you have to make 90 moves without dying.

Nakamoto. - April 22, 2013, 10:06 pm

(Apr 22, 2013 10:00 PM)Windows 7™ Wrote: [\[CITE\]](#) The forum automatically mushes repeated characters together. Basically, to win you have to make 90 moves without dying.

Yeah I noticed its not like the regular minesweeper, when you hit an empty block it doesn't uncover empty blocks around it

Jozhus - April 22, 2013, 10:19 pm

Well that was fun. Good to know you won't delete my System32.

Nakamoto. - April 22, 2013, 10:22 pm

(Apr 22, 2013 10:19 PM)Jozhus Wrote: [\[CITE\]](#) Well that was fun. Good to know you won't delete my System32.

I just lol'ed at that. Not everyone in this section is terrible.

Johnny Cache - April 23, 2013, 12:33 am

Yeah, not everyone will try to crash your system with a crappy "virus". Nice release! I will try it when i'm home.

Vikta_ - April 23, 2013, 12:38 am

Well this is actually really nice! Tried it, and it worked like a charm. Nice job mate!

WOLGA - April 23, 2013, 6:45 pm

www.youtube.com/watch?v=KqkPjzXJiTI

You're late, my friend.

White Light - April 23, 2013, 7:09 pm

(Apr 23, 2013 06:45 PM)Qwertyuiopasdfghjklzxc Wrote: [\[CITE\]](#)

www.youtube.com/watch?v=KqkPjzXJiTI

You're late, my friend.

Not really. Different people took different approaches. Mine uses choice and allows you to use WASD to select the block or coordinates.

SIM-1073426 - April 23, 2013, 10:16 pm

Nice program, I'll test it soon enough.

Toblerone - April 24, 2013, 11:10 am

Another innovation from the grand master.

White Light - August 11, 2013, 3:31 pm

I think more people should take a look at this.

Nakamoto. - August 11, 2013, 5:10 pm

(Aug 11, 2013 03:31 PM)Kadabra Wrote: [\[CITE\]](#) I think more people should take a look at this. Stop gravedigging 4 month old threads, nah I'm just kiddin. People could really learn from this, its a great program.

?CARUs L?VE?™ - August 11, 2013, 6:07 pm

Yeah I really enjoyed it too. Very well laid out.

Anon?M ID - August 12, 2013, 10:03 am

Thank you for sharing the scripts with us!
keep it up :)

White Light - August 12, 2013, 12:55 pm

Thanks for the support guys. I was planning on bumping more of my threads, but a lot of those that had files uploaded are gone now (damn you ISP and your "lifetime" hosting!) and I don't have them on my computer anymore.

Nakamoto. - August 12, 2013, 1:11 pm

(Aug 12, 2013 12:55 PM)Kadabra Wrote: [\[CITE\]](#) Thanks for the support guys. I was planning on bumping more of my threads, but a lot of those that had files uploaded are gone now (damn you ISP and your "lifetime" hosting!) and I don't have them on my computer anymore.

Maybe you should try mega.co.nz fjuor you filr hosting, they have never let me down.

White Light - August 12, 2013, 1:24 pm

(Aug 12, 2013 01:11 PM)RenRioku™ Wrote: [\[CITE\]](#) Maybe you should try mega.co.nz fjuor you filr hosting, they have never let me down.

Those were back when I used Firefox, which is not a modern (read: insecure) browser, compatible with the caching vulnerability that Mega exploits.

caw - August 12, 2013, 2:40 pm

Nice Kadabra :)

I'll try it asap when I'm on my desktop. The code looks great btw.

Nakamoto. - August 12, 2013, 10:04 pm

(Aug 12, 2013 01:24 PM)Kadabra Wrote: [\[CITE\]](#) Those were back when I used Firefox, which is not a modern (read: insecure) browser, compatible with the caching vulnerability that Mega exploits.

Wow, reading what I said in the quote made me realize how shitty this phones keyboard is.

White Light - August 12, 2013, 11:16 pm

(Aug 12, 2013 10:04 PM)RenRioku™ Wrote: [\[CITE\]](#) Wow, reading what I said in the quote made me realize how shitty this phones keyboard is.

Luckily the brain is very good at reading things with the context in mind.

Hacker Pro - August 13, 2013, 3:32 pm

Lol nice.

You should add some colors to it too to make it nicer.