

Forum:[Hack Forums](#)

Thread: [Minesweeper](#)

White Light - December 18, 2014, 2:05 pm

Credit goes to lcky for the mouse code...pretty sure anyway.

Code @echo off

setlocal enabledelayedexpansion

set mwi=32

set mhi=10

:top

call :setup

if not exist %temp%\mouse.exe call :creaMouse

:actloop

call :display

if %moves%==%totmov% goto :win

For /f "tokens=1-3" %%W in ("!!Temp!\Mouse.exe") do set /a "c=%%W,x=%%X,y=%%Y"

if %x%==%modx% (

if %y%==2 (

goto :menu

) else if %y%==5 (

set "mode_0=*

set "mode_1= "

) else if %y%==6 (

set "mode_0= "

set "mode_1=*

) else if %y%==16 (

goto :eof

)

)

set /a tx=(x-1)/2*2

set /a ty=(y-1)/2*2

set /a x-=1

set /a y-=1

if not %x%==%tx% goto :actloop

if not %y%==%ty% goto :actloop

set /a x/=2

set /a y/=2

if %x% GTR %mwi% goto :actloop

call :move %x% %y% %c%

goto :actloop

:move

if "%mode_0%"==" " (

if "!d%1.%2!"==" " (

set d%1.%2=?

) else if "!d%1.%2!"=="?" (

```

        set "d%1.%2= "
    )
    goto :eof
)
if "!d%1.%2!"=="?" goto :eof
if "!a%1.%2!"==" " goto :lose
call :check %1 %2 %mrec%
goto :eof

:check
if "%3" LEQ "0" goto :eof
if not "!d%1.%2!"==" " goto :eof
set d%1.%2=0
for /l %%Y in (-1,1,1) do for /l %%X in (-1,1,1) do if not "%%X.%%Y"=="0.0" (
    set /a tx=%1+%%X
    set /a ty=%2+%%Y
    for /f "tokens=1,2" %%x in ("!tx! !ty!") do if "!a%%x.%%y!"==" " set /a d%1.%2=!d%1.%2!+1
)
set /a moves+=1
if !d%1.%2!==0 (
    set /a flip=!random! %% 100
    if !flip! GTR 80 goto :eof
    if %3==%mrec% set /p msg=...<nul
    set /a rec%1.%2=%3-1
    for /l %%Y in (-1,1,1) do for /l %%X in (-1,1,1) do if not "%%X.%%Y"=="0.0" (
        set /a tx=%1+%%X
        set /a ty=%2+%%Y
        for /f "tokens=1,2" %%x in ("!tx! !ty!") do call :check !tx! !ty! !rec%1.%2!
    )
)
)
goto :eof

:display
cls
set l1=
set top=É
set mid=°
set end=Ê
for /l %%A in (0,1,%mwi%) do (
    set top=!top!Í&rem Î
    set mid=!mid!Ã
    set end=!end!Í&rem Ê
)
echo !top:~0,-1!» ÉÍÍÍÍ»
for /l %%Y in (0,1,%mhi%) do (
    set line=°
    for /l %%X in (0,1,%mwi%) do (
        set line=!line!!d%%X.%%Y!³
    )
    if %%Y LEQ 6 (
        if %%Y==0 (
            echo !line:~0,-1!° ° MENU °
        ) else if %%Y==1 (

```

```

        echo %mid:~0,-1%° ° [ ]%%° °
        echo !line:~0,-1!° ° ÄÄÄÄÄÄ°
    ) else if %%Y==2 (
        echo %mid:~0,-1%° ° MODE °&rem Éííííí»
        echo !line:~0,-1!° ° [!mode_0!]^^! °
    ) else if %%Y==3 (
        echo %mid:~0,-1%° ° [!mode_1!]? °
        echo !line:~0,-1!° Èííííí¼
    ) else if %%Y==4 (
        echo %mid:~0,-1%°
        echo !line:~0,-1!° Éííííí»
    ) else if %%Y==5 (
        set strmov= %moves%
        echo %mid:~0,-1%° ° MOVE °
        echo !line:~0,-1!° ° !strmov:~-4! °
    ) else (
        echo %mid:~0,-1%° Èííííí¼
        echo !line:~0,-1!°
    )
) else (
    echo %mid:~0,-1%°
    echo !line:~0,-1!°
)
)
echo !end:~0,-1!¼
goto :eof

:setup
if %mwi% LSS 8 set mwi=8
if %mhi% LSS 8 set mhi=8

set /a mbm=(mwi+mhi)*2/3+6
set /a totmov=mwi*mhi-mbm
set /a mrec=mbm/4

set /a modx=mwi*2+7

set /a col=%mwi%*2+13
set /a lin=%mhi%*2+4
mode con cols=%col% lines=%lin%
set moves=0
set "mode_0="
set "mode_1= "
set changed=
for /l %%Y in (0,1,%mhi%) do for /l %%X in (0,1,%mwi%) do set "d%%X.%%Y= "&set
"a%%X.%%Y= "
for /l %%a in (1,1,%mbm%) do call :rndplace
goto :eof

:rndplace
set /a rndX=%random% %% (%mwi% + 1)
set /a rndY=%random% %% (%mhi% + 1)
if not "!a%rndX%.%rndY%!"==" " goto rndplace

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set a%rndX%.%rndY%=
goto :eof

:lose
for /l %%Y in (0,1,%mhi%) do for /l %%X in (0,1,%mwi%) do set d%%X.%%Y=!a%%X.%%Y!
call :display
set /p msg=YOU LOSE^^!<nul
pause > nul
goto :top

:win
for /l %%Y in (0,1,%mhi%) do for /l %%X in (0,1,%mwi%) do set d%%X.%%Y=!a%%X.%%Y!
call :display
set /p msg=YOU WIN^^!<nul
pause > nul
goto :top

:menu
cls
if "%changed%"==" " (
    set nwi=%mwi%
    set nhi=%mhi%
    set bk=BACK
) else (
    set BK=-OK-
)
set swi=    %nwi%
set shi=    %nhi%
set topmen=
set /a tmpcol=%col%-23
for /l %%a in (1,1,%col%) do set topmen=!topmen!Í&set space= !space!
echo É!topmen:~0,-3!»
echo °!space:~0,%mwi%!      !space:~0,%mwi%!°
echo ° Width:    !space:~0,%tmpcol%![%swi:~-6%] °
echo ° Height:   !space:~0,%tmpcol%![%shi:~-6%] °
echo °!space:~0,%mwi%!      !space:~0,%mwi%!°
echo °!topmen:~0,-3!°
echo ° [-%bk%-] !space:~0,%tmpcol%! [-QUIT-] °
echo È!topmen:~0,-3!¼
For /f "tokens=1-3" %%W in ("!Temp!\Mouse.exe") do set /a "c=%%W,x=%%X,y=%%Y"
if %y%==2 (
    set /p "nwi=Width: "
    if !mwi! NEQ !nwi! set changed=T
) else if %y%==3 (
    set /p "nhi=Height: "
    if !mhi! NEQ !nhi! set changed=T
) else if %y%==6 (
    if %x% GEQ 2 (
        if %x% LEQ 9 (
            set mhi=%nhi%
            set mwi=%nwi%
            if !changed!==T goto :top
            goto :actloop
        )
    )
)

```

```

) else (
    set /a minx=%col%-11
    set /a maxx=%col%-4
    if %x% GEQ !minx! (
        if %x% LEQ !maxx! (
            exit
        )
    )
)
)
)
)
)
goto :menu

:creaMouse
Setlocal EnableExtensions EnableDelayedExpansion
pushd %temp%
Del /f /q /a Mouse.exe >nul 2>&1
For %%b In (
"4D53434600000000E5020000000000002C00000000000000301010001000000000000"
"00460000000010001005205000000000000000000000BB3CE87420004D6F7573652E65786500"
"AE44DE4B97025205434B9D54CD6B1341149F4DABC46ABB117AF1204ED05E4422E8510F"
"151D3FA0D5A1AD17A9A46B77DA0637BBCB66AA15142A6BA121047AD09B07FF88A2D14B"
"02F6500F3D7A2B9883960DF4D0839420B5DB371FE9177ED561DFFCE6FDE6CD9BF9BD9D"
"DDFE7B73A80D21D40E16C70855906ABDE8EF6D1AACEBD4872E347F64295D31FA96D243"
"13B902F6036F3CB0F278D4725D8FE3070C07932ECEB9F8DA9D419CF76C96E9ECEC38A3"
"735082509F91D893B78ECCB6A3C6E13D5CEF71E85260589F4E8C13EADC08ED204D2B5E"
"B436D9A754EC366E836C18F25DFE07AD076DC390F7DC1FE6339C4DF1D661B416B4B70C"
"42EA48C6B6B82574198A18307689DD7957B5FF3DE7DDE2B7E7AB4918CC95C90F1A8923"
"870BED66956C52E836A8F916E80AC2BD8846B386984CC92BD210DDA78F72B978977395"
"F5388E69E4404C916CC89822592E93262D419A6818F81269868BA9B05E0DEB5F147B5B"
"B2CB3335F3C52191F4357465F29D56844A5A267515761E5CF31DA987CD84395340624D"
"14360DB989F9B25654194C39917C2FD6CE261BA75B71897D711D3A2E21E3F4F6271519"
"D61266B5FFEB5831A91CE5AF80DF18027DA5969C57527DAB7EDDB2004AF26A455C3C28"
"1932A064CF643D934A4FF45855B74C56A98CA642AB285159E4B4E46C7709B8ED7DEE6F"
"C671B870AC48D64A648D46D75502D839EE19C6E21B8D7BB8C6298D4F354E6B1CD1686B"
"9CD0E848045A3EBFBB1FB378673C8FD5BD7EB38BFB09638E7FBDB60AFC22D867B015B0"
"751DD701DFE809B0B36097D2078FCD171E8D063C633B0E387E9073F9180CB2A39ECB03"
"CF19F385932D309EB57C3FCB9FF84C12E38CE7AD9C6B05E3E206B1A91C470F59E032E7"
"E2059DEA06E383DCBE69B9B6C3947BD5730B9EC3FAE1A705C4E07E628059B6666EB9FE"
"24BF227E245B") Do >>Mouse.ex_ (Echo.For b=1 To len^(%%b^) Step 2
Echo WScript.StdOut.Write Chr^(Clng^("&H"&Mid^(%%b,b,2^)^)^) : Next)
Cscript /b /e:vbs Mouse.ex_ > Mouse.zip
Expand /r Mouse.zip >nul 2>&1
del /f mouse.zip >nul 2>&1
popd
endlocal
goto :eof

```

gogglebot - December 21, 2014, 8:03 am

I'll give this a reply!

Holy heck this is amazing! Again, fantastic work Whitey!

Mouse input is awesome, can you explain how it works?

White Light - December 21, 2014, 11:02 am

(Dec 21, 2014 09:03 AM)gogglebot Wrote: [\[CITE\]](#) I'll give this a reply!

Holy heck this is amazing! Again, fantastic work Whitey!

Mouse input is awesome, can you explain how it works?

You'll have to ask Icarus for the details, but basically when you run the program it waits for mouse input then outputs the type of click (right or left) as well as the x and y coordinates. Then a FOR loop is used to catch and save that data. In the script, I believe (on mobile, just going by memory here) %c% is the type of click and %x% and %y% are the coordinates. I was planning on using right click to "flag" mines (? mode) but it kept opening the click menu instead, so I switched to left-only where you decide the type of mode to use.

gogglebot - December 22, 2014, 4:21 am

(Dec 21, 2014 12:02 PM)White Light Wrote: [\[CITE\]](#) You'll have to ask Icarus for the details, but basically when you run the program it waits for mouse input then outputs the type of click (right or left) as well as the x and y coordinates. Then a FOR loop is used to catch and save that data. In the script, I believe (on mobile, just going by memory here) %c% is the type of click and %x% and %y% are the coordinates. I was planning on using right click to "flag" mines (? mode) but it kept opening the click menu instead, so I switched to left-only where you decide the type of mode to use.

Ah, awesome, shame about the menu but it still works how it is.

Might have a play with it at some point.

annikk.exe - December 22, 2014, 4:59 am

As I recall, regular Windows Minesweeper will "check" for mines if you shift-left-click. Could that be a possibility? Pretty sure I've seen vbscripts that can read keyboard input..

White Light - December 22, 2014, 8:24 am

(Dec 22, 2014 05:59 AM)annikk.exe Wrote: [\[CITE\]](#) As I recall, regular Windows Minesweeper will "check" for mines if you shift-left-click. Could that be a possibility? Pretty sure I've seen vbscripts that can read keyboard input..

I had to look it up, because microshit got rid of the good minesweeper in Windows 8. As it turns out, shift-clicking it results in something called a "chord", which I don't I don't think is possible to recreate in batch.

annikk.exe - December 22, 2014, 8:33 am

[This guy](#) refers to it as "Quick Clearing", and sets out an exacting definition... worth a quick read purrhaps. :>

I think that it would be possible to implement, but I don't really know your code or how adaptable it is. Certainly there would be some challenges involved.. :>

White Light - December 22, 2014, 9:39 am

(Dec 22, 2014 09:33 AM)annikk.exe Wrote: [\[CITE\]](#) [This guy](#) refers to it as "Quick Clearing", and sets out an exacting definition... worth a quick read purrhaps. :>

I think that it would be possible to implement, but I don't really know your code or how adaptable it is. Certainly there would be some challenges involved.. :>

A possibility would be to immediately check if the shift key was held down after a click was made, but even still my understanding of the rules as to when it is allowed and how it actually functions is weak. Overall, this was really just a demonstration of recursion (checking 0s), use of arrays, and lcky's mouse script.

White Light - December 23, 2014, 6:09 pm

Donald Trump lumping humpy rump bumps the stump previously pumped with chump mumps.

Chaffmiester - January 1, 2015, 11:04 pm

(Dec 18, 2014 03:05 PM)White Light Wrote: [\[CITE\]](#) Credit goes to lcky for the mouse code...pretty sure anyway.

Code @echo off

setlocal enabledelayedexpansion

set mwi=32

set mhi=10

:top

call :setup

if not exist %temp%\mouse.exe call :creaMouse

:actloop

call :display

if %moves%==%totmov% goto :win

For /f "tokens=1-3" %%W in ("!!Temp!\Mouse.exe") do set /a "c=%%W,x=%%X,y=%%Y"

if %x%==%modx% (

if %y%==2 (

goto :menu

) else if %y%==5 (

set "mode_0=*

set "mode_1= "

) else if %y%==6 (

set "mode_0= "

set "mode_1=*

) else if %y%==16 (

goto :eof

)

)

set /a tx=(x-1)/2*2

set /a ty=(y-1)/2*2

set /a x-=1

set /a y-=1

if not %x%==%tx% goto :actloop

if not %y%==%ty% goto :actloop

set /a x/=2

set /a y/=2

if %x% GTR %mwi% goto :actloop

call :move %x% %y% %c%

goto :actloop

:move

if "%mode_0%"==" " (

if "!d%1.%2!"==" " (

set d%1.%2=?

) else if "!d%1.%2!"=="?" (

set "d%1.%2= "

)

goto :eof

)

if "!d%1.%2!"=="?" goto :eof

if "!a%1.%2!"==" " goto :lose

```
call :check %1 %2 %mrec%
goto :eof
```

```
:check
if "%3" LEQ "0" goto :eof
if not "!d%1.%2!"==" " goto :eof
set d%1.%2=0
for /l %%Y in (-1,1,1) do for /l %%X in (-1,1,1) do if not "%%X.%%Y"=="0.0" (
    set /a tx=%1+%%X
    set /a ty=%2+%%Y
    for /f "tokens=1,2" %%x in ("!tx! !ty!") do if "!a%%x.%%y!"==" " set /a d%1.%2=!d%1.%2!+1
)
set /a moves+=1
if !d%1.%2!==0 (
    set /a flip=!random! %% 100
    if !flip! GTR 80 goto :eof
    if %3==%mrec% set /p msg=...<nul
    set /a rec%1.%2=%3-1
    for /l %%Y in (-1,1,1) do for /l %%X in (-1,1,1) do if not "%%X.%%Y"=="0.0" (
        set /a tx=%1+%%X
        set /a ty=%2+%%Y
        for /f "tokens=1,2" %%x in ("!tx! !ty!") do call :check !tx! !ty! !rec%1.%2!
    )
)
goto :eof
```

```
:display
cls
set l1=
set top=É
set mid=°
set end=Ê
for /l %%A in (0,1,%mwi%) do (
    set top=!top!Í&rem Î
    set mid=!mid!ÄÄ
    set end=!end!Í&rem Ê
)
echo !top:~0,-1!» ÉÍÍÍÍÍ»
for /l %%Y in (0,1,%mhi%) do (
    set line=°
    for /l %%X in (0,1,%mwi%) do (
        set line=!line!!d%%X.%%Y!³
    )
    if %%Y LEQ 6 (
        if %%Y==0 (
            echo !line:~0,-1!° ° MENU °
        ) else if %%Y==1 (
            echo %mid:~0,-1%° ° [ ]%% °
            echo !line:~0,-1!° °ÄÄÄÄÄÄ°
        ) else if %%Y==2 (
            echo %mid:~0,-1%° ° MODE °&rem ÉÍÍÍÍÍ»
            echo !line:~0,-1!° ° [!mode_0!]^^! °
        ) else if %%Y==3 (
```

```

        echo %mid:~0,-1%° ° [!mode_1!]? °
        echo !line:~0,-1!° Èíííí¼
    ) else if %%Y==4 (
        echo %mid:~0,-1%°
        echo !line:~0,-1!° Éíííí»
    ) else if %%Y==5 (
        set strmov= %moves%
        echo %mid:~0,-1%° ° MOVE °
        echo !line:~0,-1!° ° !strmov:~-4! °
    ) else (
        echo %mid:~0,-1%° Èíííí¼
        echo !line:~0,-1!°
    )
) else (
    echo %mid:~0,-1%°
    echo !line:~0,-1!°
)
)
echo !end:~0,-1!¼
goto :eof

```

```

:setup
if %mwi% LSS 8 set mwi=8
if %mhi% LSS 8 set mhi=8

```

```

set /a mbm=(mwi+mhi)*2/3+6
set /a totmov=mwi*mhi-mbm
set /a mrec=mbm/4

```

```

set /a modx=mwi*2+7

```

```

set /a col=%mwi%*2+13
set /a lin=%mhi%*2+4
mode con cols=%col% lines=%lin%
set moves=0
set "mode_0="
set "mode_1= "
set changed=
for /l %%Y in (0,1,%mhi%) do for /l %%X in (0,1,%mwi%) do set "d%%X.%%Y= "&set
"a%%X.%%Y= "
for /l %%a in (1,1,%mbm%) do call :rndplace
goto :eof

```

```

:rndplace
set /a rndX=%random% %% (%mwi% + 1)
set /a rndY=%random% %% (%mhi% + 1)
if not "!a%rndX%.%rndY%!"==" " goto rndplace
set a%rndX%.%rndY%=
goto :eof

```

```

:lose
for /l %%Y in (0,1,%mhi%) do for /l %%X in (0,1,%mwi%) do set d%%X.%%Y=!a%%X.%%Y!
call :display

```

```
set /p msg=YOU LOSE^^!<nul
pause > nul
goto :top
```

```
:win
for /l %%Y in (0,1,%mhi%) do for /l %%X in (0,1,%mwi%) do set d%%X.%%Y=!a%%X.%%Y!
call :display
set /p msg=YOU WIN^^!<nul
pause > nul
goto :top
```

```
:menu
cls
if "%changed%"==" " (
    set nwi=%mwi%
    set nhi=%mhi%
    set bk=BACK
) else (
    set BK=-OK-
)
set swi=    %nwi%
set shi=    %nhi%
set topmen=
set /a tmpcol=%col%-23
for /l %%a in (1,1,%col%) do set topmen=!topmen!Í&set space= !space!
echo É!topmen:~0,-3!»
echo °!space:~0,%mwi%!    !space:~0,%mwi%!°
echo ° Width:    !space:~0,%tmpcol%![%swi:~-6%] °
echo ° Height:    !space:~0,%tmpcol%![%shi:~-6%] °
echo °!space:~0,%mwi%!    !space:~0,%mwi%!°
echo °!topmen:~0,-3!°
echo ° [-%bk%-] !space:~0,%tmpcol%! [-QUIT-] °
echo È!topmen:~0,-3!¼
For /f "tokens=1-3" %%W in ("!Temp!\Mouse.exe") do set /a "c=%%W,x=%%X,y=%%Y"
if %y%==2 (
    set /p "nwi=Width: "
    if !mwi! NEQ !nwi! set changed=T
) else if %y%==3 (
    set /p "nhi=Height: "
    if !mhi! NEQ !nhi! set changed=T
) else if %y%==6 (
    if %x% GEQ 2 (
        if %x% LEQ 9 (
            set mhi=%nhi%
            set mwi=%nwi%
            if !changed!==T goto :top
            goto :actloop
        ) else (
            set /a minx=%col%-11
            set /a maxx=%col%-4
            if %x% GEQ !minx! (
                if %x% LEQ !maxx! (
                    exit
                )
            )
        )
    )
)
```

```
)
)
)
)
)
goto :menu
```

```
:creaMouse
Setlocal EnableExtensions EnableDelayedExpansion
pushd %temp%
Del /f /q /a Mouse.exe >nul 2>&1
For %%b In (
"4D534346000000E5020000002C000000301010001000000"
"004600000010001005205000000BB3CE87420004D6F7573652E65786500"
"AE44DE4B97025205434B9D54CD6B1341149F4DABC46ABB117AF1204ED05E4422E8510F"
"151D3FA0D5A1AD17A9A46B77DA0637BBCB66AA15142A6BA121047AD09B07FF88A2D14B"
"02F6500F3D7A2B9883960DF4D0839420B5DB371FE9177ED561DFFCE6FDE6CD9BF9BD9D"
"DDFE7B73A80D21D40E16C70855906ABDE8EF6D1AACEBD4872E347F64295D31FA96D243"
"13B902F6036F3CB0F278D4725D8FE3070C07932ECEB9F8DA9D419CF76C96E9ECEC38A3"
"735082509F91D893B78ECCB6A3C6E13D5CEF71E85260589F4E8C13EADC08ED204D2B5E"
"B436D9A754EC366E836C18F25DFE07AD076DC390F7DC1FE6339C4DF1D661B416B4B70C"
"42EA48C6B6B82574198A18307689DD7957B5FF3DE7DDE2B7E7AB4918CC95C90F1A8923"
"870BED66956C52E836A8F916E80AC2BD8846B386984CC92BD210DDA78F72B978977395"
"F5388E69E4404C916CC89822592E93262D419A6818F81269868BA9B05E0DEB5F147B5B"
"B2CB3335F3C52191F4357465F29D56844A5A267515761E5CF31DA987CD84395340624D"
"14360DB989F9B25654194C39917C2FD6CE261BA75B71897D711D3A2E21E3F4F6271519"
"D61266B5FFEB5831A91CE5AF80DF18027DA5969C57527DAB7EDDB2004AF26A455C3C28"
"1932A064CF643D934A4FF45855B74C56A98CA642AB285159E4B4E46C7709B8ED7DEE6F"
"C671B870AC48D64A648D46D75502D839EE19C6E21B8D7BB8C6298D4F354E6B1CD1686B"
"9CD0E848045A3EBFBB1FB378673C8FD5BD7EB38BFB09638E7FBDB60AFC22D867B015B0"
"751DD701DFE809B0B36097D2078FCD171E8D063C633B0E387E9073F9180CB2A39ECB03"
"CF19F385932D309EB57C3FCB9FF84C12E38CE7AD9C6B05E3E206B1A91C470F59E032E7"
"E2059DEA06E383DCBE69B9B6C3947BD5730B9EC3FAE1A705C4E07E628059B6666EB9FE"
"24BF227E245B") Do >>Mouse.ex_ (Echo.For b=1 To len^(%%b^) Step 2
Echo WScript.StdOut.Write Chr^(Clng^("&H"^&Mid^(%%b,b,2^)^)^) : Next)
Cscript /b /e:vbs Mouse.ex_ > Mouse.zip
Expand /r Mouse.zip >nul 2>&1
del /f mouse.zip >nul 2>&1
popd
endlocal
goto :eof
WOW, 10 out of fucking 10. Top Kek M8. For sure. This is amazing. I love that you can use the
mouse to update the the cmd prompt. I've never seen that before.
```

(Dec 23, 2014 07:09 PM)White Light Wrote: [\[CITE\]](#) Donald Trump lumping humpy rump bumps the stump previously pumped with chump mumps.
Couldn't have said it better myself.