

in

```
01__port_bulldozer.ar@(01__port_bulldozer.cm`Y(01__port_bulldozer.levs  
(01__port_bulldozer.lts(01b_sfinks.ftsr  
(01b_sfinks_sa.wpnsP(vssver.sccsP(vssver.scc@areaCnt=1  
areaName: capt_start  
pointCnt=3  
220,140,0.000000  
420,140,0.000000  
320,340,0.000000  
controlPoint: 320,240,0.000000  
centerX=-806.784790  
centerY=-552.054810  
centerZ=-79.000000  
rotation=0.040000  
xSize=59.500000  
ySize=59.500000
```

```
width=10  
height=9
```

```
OO.....O  
OO.....O  
OO.....OO  
OO.....OO  
OO.....  
O.....  
O.....  
OO.....OO  
OO....OOOO
```

```
heightCnt=0  
#inherit CombatLevel
```

```
string BackLevel;
```

```
function initCamera()  
{  
    perspective=1;  
    frontPlane=0.8;  
    backPlane=-6.61334;  
    viewX=-1.481;  
    viewY=3.517;  
    viewZ=1.355;  
    aimX=-2.459;  
    aimY=0.574;  
    aimZ=-0.841;  
    angle=40.000;  
    zLevel=-0.36;  
  
    ctrlPoint1X=0;
```

in

```
ctrlPoint1Y=0;
ctrlPoint1Z=0;
ctrlPoint2X=0;
ctrlPoint2Y=0;
ctrlPoint2Z=0;
ctrlPoint3X=0;
ctrlPoint3Y=0;
ctrlPoint3Z=0;

cameraScale = 0;
};

function init()
{
    BackLevel="01_port";
};

function after_select_gui()
{
    StartDialog();
    GUI_SelectMode("GUI_Staging");
};

function restore()
{
    //PlaceActor("Sullivan","capt_start",0);
    //PlaceActor("Trantigne","capt_start",1);
    //PlaceActor("Ovitz","capt_start",2);

    PlaceActor("Trantigne",4,1,2);
    PlaceActor("Sullivan",6,4,4);
    PlaceActor("Ovitz",7,3,3);

    //PlaceActor("01b_sfinks",1,5);

    //turnNo = 1;
    //killedEnemies = 0;

    AIEnergyAppear("01b_sfinks", -2, 5, 1, 5);
};

function update()
{
};
```

in

```
function CombatEnemiesAppear()
{
};omniNo=4
pos: -170.392883,-167.107483,-1.425427, color: 1.000000,1.000000,0.400000, range: 451.470795
pos: -340.155640,-311.319458,36.467098, color: 0.400000,0.420000,0.200000, range: 348.592407
pos: -537.423401,-123.791382,24.887856, color: 0.360000,0.340000,0.620000, range: 176.300323
pos: -564.591797,53.561340,0.158591, color: 1.000000,1.000000,1.000000, range: 268.025391
ambient=0.470588,0.470588,0.470588
directionalColor=0.470588,0.470588,0.470588
shadowLight=263.057739,217.711426,2107.000000
shadowIntensity=0.600000
#include Fighter.s
```

```
int initok;
```

```
function init()
{
#include ft_sphinx.ss
};
```

```
function postinit()
{
};
```

```
function update()
{
};
#include Weapon.s
```

```
int funcID;
```

```
function init()
{
#include wp_sphinxshort.ss

Owner="01b_sfinks";
place=11;
};
```

```
function update()
{
};
```

```
function Take(string hero)
{
Owner = hero;
place = 1; // chowa sie do plecaka
};47J@}[GHjy`L{O(d
```

in

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??M???