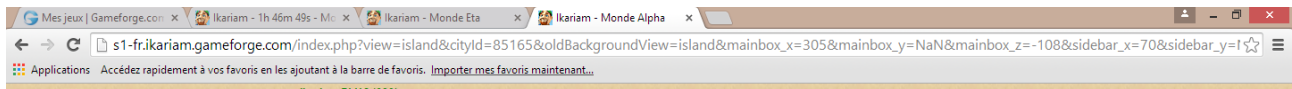


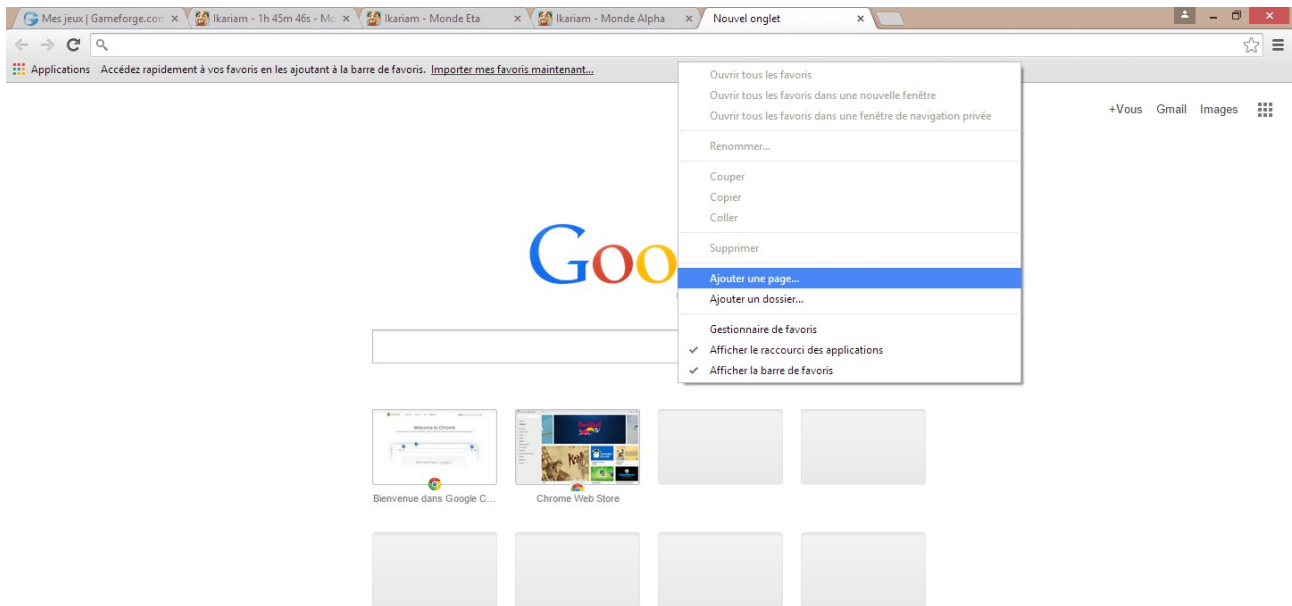
Installer le classement détaillé

1- avoir google chrome ou firefox

2-faites apparaitre votre bare des favoris :



3- ensuite clique droit sur cette bare et aller sur ajouter une page (pour chrome) ou sur nouveau marque page(pour firefox) :

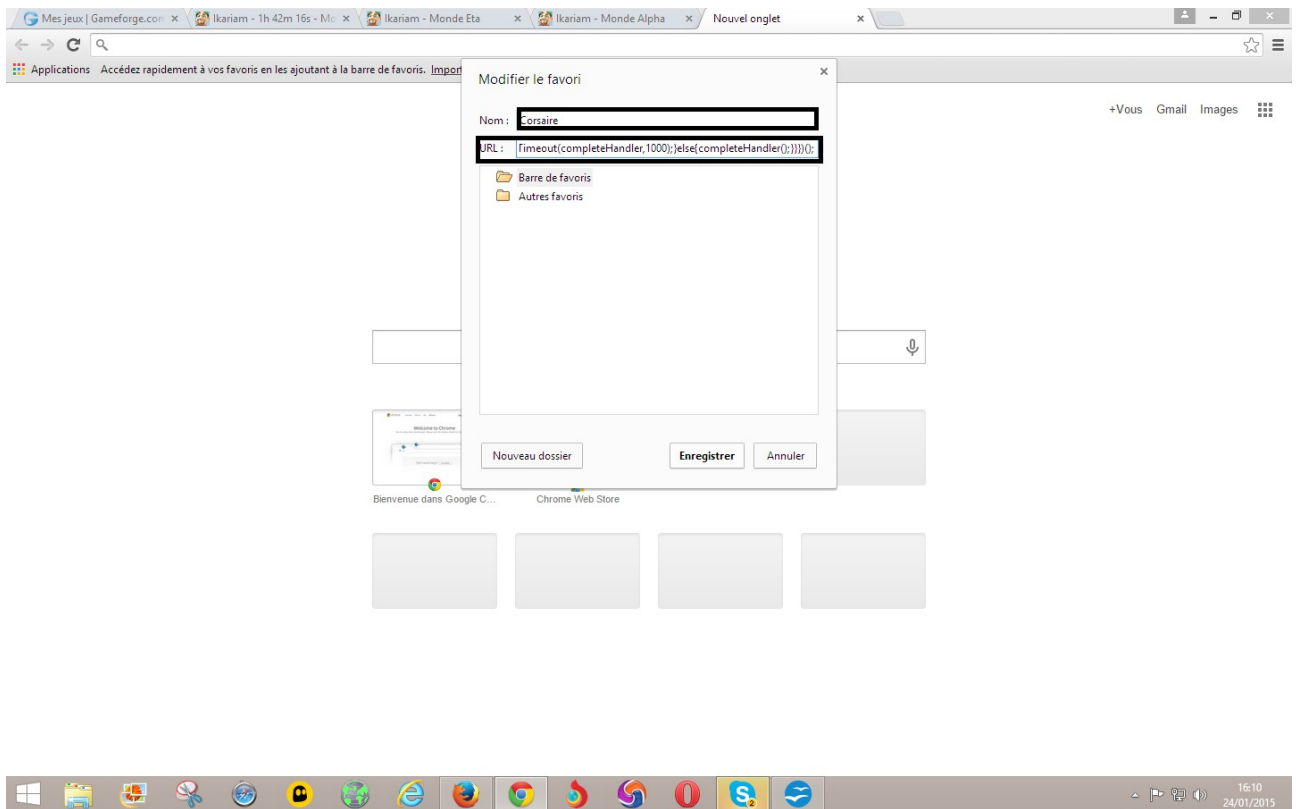


4- une fois cliquer dessus vous rentrez dans la case Nom : Corsaire et dans la case url le code suivant :

```

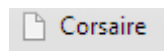
javascript:(function(){var%20console,coords,range,count=0,players=[],cities=[],islands=[];function
%20carre(x){return%20x*x;}function%20getCoords(){if(!coords)
{coords=document.getElementById('js_islandBreadCoords').innerHTML.match(/(\d+):
(\d+)/);coords={'x':parseInt(coords[1]),'y':parseInt(coords[2])};}return%20coords;}function
%20getRange(){if(!range)
{range=document.getElementById('buildingUpgrade').getElementsByClassName('showLevel').ite
m(0).innerHTML.match(/(\d+)s*$/);range=(range)?parseInt(range[1])+2:0;}return
%20range;}function%20getDistance(x,y){return%20Math.ceil(Math.sqrt(carre(getCoords().x-x)
+carre(getCoords().y-y)));}function%20printRanks(){var
%20ul=console.appendChild(document.createElement('ul'));for(var%20i=0;i<players.length;i++)
{var
%20li=ul.appendChild(document.createElement('li'));a=li.appendChild(document.createTextNode(pl
ayers[i].position+'%20'+players[i].points+'%20points%20'+players[i].name+'(allyTag'in
%20players[i]?'%20'+players[i].allyTag+'')+'%20en
%20'+players[i].city.island.x+'%20'+players[i].city.island.y+'
%20'));a=li.appendChild(document.createElement('a'));a.appendChild(document.createTextNode(pl
ayers[i].city.name));a.href='?view=island&cityId='+players[i].city.id;a.title='Afficher%20la
%20position%20de
%20'+players[i].city.name;if(getDistance(players[i].city.island.x,players[i].city.island.y)<getRange(
))){li.style.fontWeight='bold';}}function%20completeHandler()
{console=document.createElement('div');console.id='IKConsole';$
(console).dialog({width:650,height:500,title:'Classement%20corsaire',close:function(){$
(console).dialog('destroy');}});$(console).html('Chargement...');$
('#pirateHighscore').children().each(function(){var%20a=this.getElementsByTagName('a');if(!
a.length){return;}a=a.item(0);var
%20spans=this.getElementsByTagName('span'),player={'position':parseInt(spans.item(0).innerHT
ML),'points':parseInt(spans.item(1).innerHTML.replace(/,/,"")),name:a.innerHTML},cityId=parseIn
t(a.getAttribute('onclick').replace(/^. *cityId=([0-9]+) *$/, '$1'));players.push(player);count++;
$.ajax({async:true,type:"POST",url:"?view=island&cityId="+cityId,success:function(b,g,c){var
%20o=b.match("\\[\\["updateBackgroundData",(.*)\\],\\
[\"updateTemplateData\"]),data=JSON.parse(o[1]),island={'id':parseInt(data.id),'name':data.name,'x':
parseInt(data.xCoord),'y':parseInt(data.yCoord)},iCities=data.cities;islands[island.id]=island;for(var
%20i=0;i<iCities.length;i++){var%20city=iCities[i];if(city.id==cityId)
{player.id=city.ownerId;if('ownerAllyTag'in%20city)
{player.allyTag=city.ownerAllyTag;}cities[city.id]=player.city={'id':city.id,'name':city.name,'owner':
player,'island':island};}if(--count==0){printRanks();}}});}if(!$ .fn.dialog){var
%20link=document.createElement('link');link.rel='stylesheet';link.href='http://code.jquery.com/ui/1.
10.3/themes/smoothness/jquery-
ui.css';link.type='text/css';document.getElementsByTagName('head').item(0).appendChild(link);
$.getScript('http://code.jquery.com/ui/1.10.3/jquery-ui.js',completeHandler);}else{if(!
document.getElementById('pirateFortress')){$
('#js_CityPosition17Link').click();setTimeout(completeHandler,1000);}else{completeHandler();}}
}
});

```

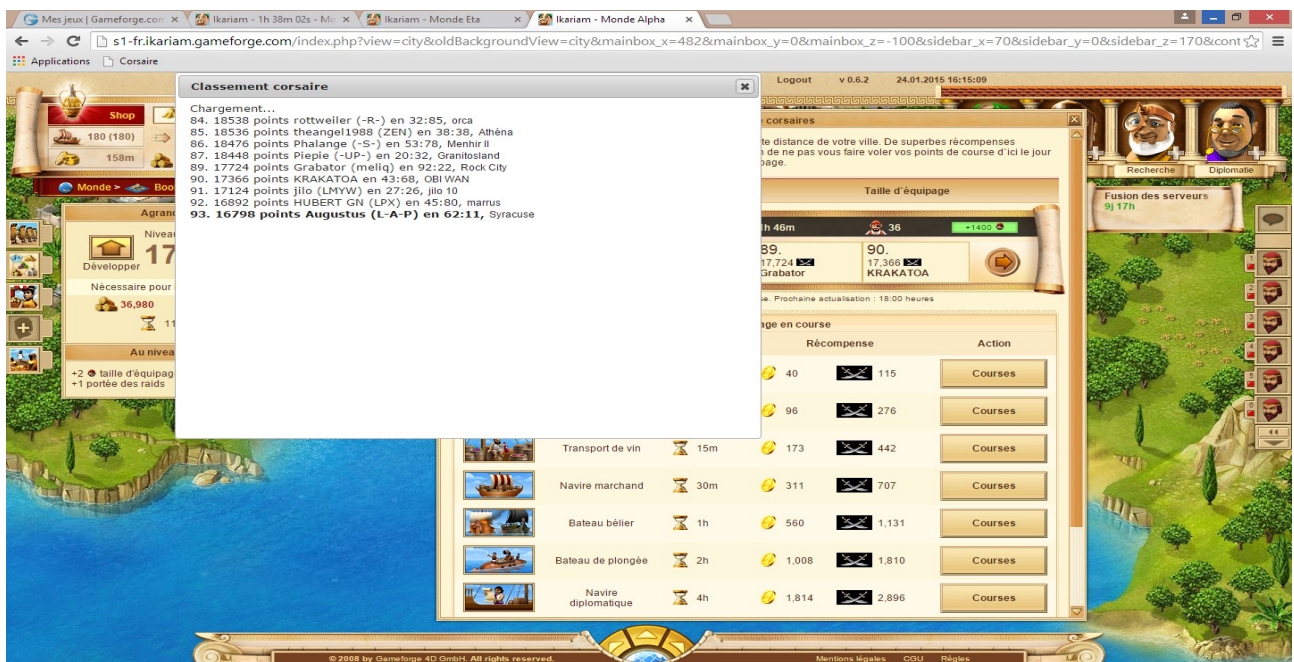


ensuite cliquer sur enregistrer

5-une fois que c est fais vous aurais un icône en haut comme ceci :



6-une fois que c est fais allez sur un de vos bastion et ouvrez celui ci puis apres cliquer sur l onclet corsaire que l on a crée sa donnera cela :



ps : les ligne en gras veulent dire que le jouer et a porté de votre bastion:p