```
#include "data/scripts/vars/index.h"
#include "data/scripts/traileru.c"
#include "data/scripts/com/ani0013.h"   //Jump animation if steping off an edge.

void main()
{
    void    pl;
    int     i, t, iHSpr, off;
    float   j;
    float   health;
    float   max;
    float   fHPer;
    float   fFron = 0.0;
    char    cName;                  //Entity default name.
    int     iAni;                   //Animations.
    int     iLiv = -1;              //Living enemies.
    int     iKMap;                  //KO map.
    int     iType;                  //Entity type.
    int     vres;
    int     z;
    int     ent_max;
    int     iIndex;
    void    vEnt;

    //if(getindexedvar(10))
    //{
        vres    = openborvariant("vresolution");
        z       = openborconstant("FRONTPANEL_Z"); // front panel z
        ent_max = openborvariant("ent_max");

        tupdate();

        for(i=0; i<ent_max; i++)
        {
            vEnt = getentity(i);

            if(vEnt                                                                           ↙
           //Valid handle?
                && getentityproperty(vEnt, "exists")                                          ↙
           //Valid entity?
                && !getentityproperty(vEnt, "dead"))                                          ↙
           //Alive?
            {
                iType   = getentityproperty(vEnt, "type");                                    ↙
           //Get type.

                if(getentityproperty(vEnt, "owner")==NULL())
                {
                    if(getentityproperty(vEnt, "aiflag", "drop"))
                    {
                        changeentityproperty(vEnt, "stealth", 1);
                    }
                    else
                    {
                        cName   = getentityproperty(vEnt, "defaultname");
                        iAni    = getentityproperty(vEnt, "animationid");

                        if(cName != "yamoto"                                                  ↙
          //Not Yamoto
                            &&  !(cName == "Alex" && iAni == openborconstant(                 ↙
    "ANI_RISEATTACK")) //Not Alex doing a rise attack.
                            &&  iAni != openborconstant("ANI_SLEEP"))                         ↙
          //Not in sleep ani.
                        {
                            changeentityproperty(vEnt, "stealth", 0);                         ↙
           //Turn stealth off.
                        }
                        ani0013(vEnt, iAni, 0);
                    }
                }

                if ((iType && iType == openborconstant("TYPE_PLAYER")))                    ↙

                {
                    iIndex  = getentityproperty(vEnt, "playerindex");
                    t       = getentityproperty(vEnt, "mp")/10;
                    fHPer   = hlife(vEnt);

                    // magic pot
                    for(j=0; j<t; j++)
                    {
                        drawsprite(getindexedvar(ICOJAR), iIndex*160+55+j*11, vres-20, z+ ↙
    18001);
                    }

                    //Life blocks.
                    fHPer   = 4 * (0.0 + (fHPer));

                    for(j=0.0; j<fHPer; j++)
                    {
                        fFron = fHPer - j;
                        drawsprite(getindexedvar(lblock(fFron)), iIndex*160+53+j*26, vres-↙
    31, z+18001);  //Draw life block.
                    }
                }
                else
                {
                    iHSpr   = getentityproperty(vEnt, "icon", 0);                          ↙
                                        //Get icon.

                    if(iHSpr != -1)
                    {
                        fHPer   = hlife(vEnt);
                        ++iLiv;

                        setdrawmethod(NULL(), 1, 256, 256, 0, 0, 0, 0, 0, 0, 0, 0, 0,     ↙
    getentityproperty(vEnt, "colourmap")); //Set global draw method.                       ↙

                        drawsprite(iHSpr, (iLiv*41), 2, z+18000);                          ↙
                                      //Draw icon.
                        setdrawmethod(NULL(), 0, 256, 256, 0, 0, 0, 0, 0, 0, 0, 0, 0, NULL↙
    ());

                        drawsprite(getindexedvar(lblock(fHPer)), 16+(iLiv*41), 8, z+18000)↙
    ;                                   //Draw life block.
                    }
                }
            }
        }
    //}
}

float hlife(void vEnt)
{
    float fHP   = 0.0 + getentityproperty(vEnt, "health");
    float fMHP  = 0.0 + getentityproperty(vEnt, "maxhealth");

    return fHP/fMHP;
}

int lblock(float fPer){

    int iHSpr;
    if (fPer >= 0.75)
    {
        iHSpr = BLOCBLU;  //Blue
    }
    else if (fPer >= 0.50)
    {
        iHSpr = BLOCYEL;  //Yellow
    }
    else if (fPer >= 0.25)
    {
        iHSpr = BLOCORA;  //Orange
    }
    else
    {
        iHSpr = BLOCRED;  //Red
    }

    return iHSpr;
}
```