# Key generator for Duelist Crackme 4
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uname = ARGV[0].to_s

data_array_1 = ['A','1','L','S','K','2','D','J','F','4','H','G','P','3','Q','W','O','5','E','I','R','6','U','T','Y','Z','8','M','X','N','7','C','B','V','9']

data_array_2 = ['S','U','7','C','S','J','K','F','0','9','N','C','S','D','O','9','S','D','F','0','9','S','D','R','L','V','K','7','8','0','9','S','4','N','F']

storage = Array.new(uname.length)

uname.each_byte do |char|
  counter = -1

  # Eliminate invalid characters.
  if char >= 0x7a || (char < 0x61 && char >= 0x5a) || char < 0x41 then
    puts "Invalid name entered. Exiting..."
    Kernel.exit
  end

  # Convert to uppercase.
  if char >= 0x61 then
    char -= 0x20
  end

  until (char - data_array_1[counter].ord) == 0 do
    counter += 1
  end

  storage.push(data_array_2[counter])
end

puts "Username is: " + uname
puts "Your key is: " + storage.join.to_s