



链滴

一线天关卡脚本转为 slua

作者: [xu365082218](#)

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在新版本里，已经决定不要在战斗中使用lua脚本

因为一个场景里有最多16个人物角色,各种关卡道具,和道具刷新点以及可破坏物件等,全部用脚本来每帧刷新会严重的降低帧率(但是原作是C++和pscript的架构不一样)

所以以下文章意义不大，可以不用浪费时间了。

unity里引入脚本，还是单纯的调用一下接口好了,比如UI/刷物品

不要试图在战斗部分使用脚本（就是不要每帧update），这个性能损失得不偿失

```
<iframe height=498 width=510 src='http://player.youku.com/embed/XMzI0NTYyNzU1Ng=='
frameborder=0 'allowfullscreen'></iframe>
```

这篇日志只是还原一下原版本里的sn03关卡里，拒马和落石，以及开门的机关等的处理

落石是受击后播放动画滚动到悬崖下，然后碎裂，同时播放音效，落石动画时还带有攻击盒，可以攻击任意人物角色

拒马是一个长木栅栏，他背后有一个隐形的阻碍盒阻挡了角色的前进，当角色击打拒马时，拒马会随血量的减少，播放不同的几个状态下的受击动画，当拒马的血量小于0时，会播放碎裂动画,同时把隐形的盒子取消激活SetActive(false)

当碎裂动画结束时，其被SetActive(false),这样角色就能够继续前进

开门机关，类似一个模型按钮，当受击时，他会使门播放开门动画，并且停留在最后一帧，而门在OnIdle里会判断，距离开门时刻有多久了，超过了设定的关门时间，门就会播放关门动画。

以下脚本是从原版里改为lua后的脚本

sn03.pst=>sn03.txt

关卡脚本sn03-.pst还没有改

这个脚本主要负责一线天关卡里的（关口尖刺）（拒马（木栅栏））（滚石）而其他的瓶子罐子，还武器盒子，buff盒子我都注释掉了

尖刺通过加载关卡des文件时，里面有custom{ name=damage100}之类的来设置伤害值

SetSceneItem(name, "attribute", "damage", 1);是设置其能够攻击游戏阵营角色

SetSceneItem(name, "name", "machine", 1);是设置其不要上下移动并绕Y轴旋转

SetSceneItem("D_ADoor01", "attribute", "collision", 1);可以与角色碰撞，即角色不能穿越

SetSceneItem("D_ADoor01", "attribute", "damagevalue", g_iLevel03DoorDamage);设置道具如可以攻击角色，那么每次打角色多少血

SetSceneItem("D_Abutton01", "pose", 0, 0);播放0编号动作，不循环

这个脚本需要引用main脚本里定义的一些公共函数，公共函数在main脚本里调用到原生c#类 这里main里引用了U3D类，调用这个类的静态函数提供脚本的具体实现

main.txt脚本

```
--脚本全局常量
--item parameters for each level
--小箱子HP
g_iBoxMaxHP = 100;
--大箱子HP
g_iBBoxMaxHP = 200;
--椅子HP
```

```

g_iChairMaxHP = 100;
--桌子HP
g_iDeskMaxHP = 150;
--水罐HP
g_iJugMaxHP = 100;
--拒马HP
g_iGiMaMaxHP = 3000;
-- special parameter for each level
g_iLevel01StoneMaxHP = 500;
g_iLevel03DoorWaitTime = 7000;
g_iLevel03GiMaMaxHP = 3000;
g_iLevel03StoneDamage = 300;
g_iLevel03DoorDamage = 50;
g_iLevel04GiMaMaxHP = 10000;
g_iLevel07KnifeDamage = 300;
g_iLevel07PinDamage = 200;
g_iLevel08StickDamage = 300;
g_iLevel09StepTime = 1000;
g_iLevel11DoorMaxHP = 10000;
g_iLevel12StoveHP = 5000;
g_iLevel13BridgeHP = 4000;

function main()
end

function load()
end

function save()
U3D.SaveClean()
--U3D.SaveState("answer", answer)
--U3D.SaveState("getreward", getreward)
--U3D.SaveState("npcId", npcId)
--U3D.SaveState("chufu_npc_talk", chufu_npc_talk)
U3D.SaveDone()
end

function SetScenItem(a, b, c, d)
    U3D.SetScenItem(a, b, c, d)
end

function MakeString(b, c)
    str = string.format("%02d",c)
    return (b..str)
end

function GetScenItem(a, b)
    return U3D.GetScenItem(a, b)
end

function GetTeam(a)
    return U3D.GetTeam(a)--得到角色属于流星或者蝴蝶
end

```

```

function Output(a)
    print(a)
end

function NetEvent(a)
    U3D.NetEvent(a)
end

function CreateEffect(a, b)
    U3D.CreateEffect(a, b)
end

////////////////////////////////////////main脚本结束////////////////////////////////////////

关卡sn03.txt (原版里sn03.pst)
local g_bStone01Active;
local g_bStone02Active;

local g_iADoor02OpenTime;
local g_iBDoor01OpenTime;
local g_iDoorWaitTime = 7000;

local g_iPdoorMaxHP = 2000;
local g_iPdoorState1HP;
local g_iPdoorState2HP;
local g_iPdoorState3HP;
local g_iPdoorState4HP;
local g_iPdoorState5HP;

local g_bAPdoorAlive;
local g_iAPdoorState;
local g_iAPdoorShakePose;
local g_iAPdoorHP;

local g_bBPdoorAlive;
local g_iBPdoorState;
local g_iBPdoorShakePose;
local g_iBPdoorHP;

local function Scene_OnLoad()
    local i;
    local name;

    g_iDoorWaitTime = g_iLevel03DoorWaitTime;
    g_iPdoorMaxHP = g_iLevel03GiMaMaxHP;

    g_iPdoorState1HP = (g_iPdoorMaxHP*3)/4;
    g_iPdoorState2HP = (g_iPdoorMaxHP*2)/4;
    g_iPdoorState3HP = (g_iPdoorMaxHP*1)/4;
    g_iPdoorState4HP = 0;

    SetSceneItem("D_ston01", "name", "machine", 1);
    SetSceneItem("D_ston02", "name", "machine", 1);

```

```

for i=1,10 do
    name = MakeString("D_sn03t", i);
    SetSceneItem(name, "name", "machine", 1);
    SetSceneItem(name, "attribute", "damage", 1);
end

SetSceneItem("D_Abutton01", "name", "machine", 1);
SetSceneItem("D_Abutton02", "name", "machine", 1);
SetSceneItem("D_ADoor01", "name", "machine", 1);
SetSceneItem("D_ADoor01", "attribute", "collision", 1);
SetSceneItem("D_ADoor01", "attribute", "damagevalue", g_iLevel03DoorDamage);
SetSceneItem("D_ADoor01", "attribute", "damage", 1);

SetSceneItem("D_Bbutton01", "name", "machine", 1);
SetSceneItem("D_Bbutton02", "name", "machine", 1);
SetSceneItem("D_BDoor01", "name", "machine", 1);
SetSceneItem("D_BDoor01", "attribute", "collision", 1);
SetSceneItem("D_BDoor01", "attribute", "damagevalue", g_iLevel03DoorDamage);
SetSceneItem("D_BDoor01", "attribute", "damage", 1);

SetSceneItem("D_APdoor01", "name", "machine", 1);
SetSceneItem("D_APdoor01", "attribute", "damagevalue", 20);

SetSceneItem("D_BPdoor01", "name", "machine", 1);
SetSceneItem("D_BPdoor01", "attribute", "damagevalue", 20);

SetSceneItem("D_APd02Box01", "name", "machine", 1);
SetSceneItem("D_BPd02Box01", "name", "machine", 1);
end

local function Scene_OnInit()
    g_bStone01Active = 1;
    g_bStone02Active = 1;

    SetSceneItem("D_ston01", "pose", 0, 0);
    SetSceneItem("D_ston01", "attribute", "active", 1);
    SetSceneItem("D_ston01", "attribute", "collision", 1);
    SetSceneItem("D_ston01", "attribute", "damage", 0);
    SetSceneItem("D_ston01", "attribute", "damagevalue", g_iLevel03StoneDamage);

    SetSceneItem("D_ston02", "pose", 0, 0);
    SetSceneItem("D_ston02", "attribute", "active", 1);
    SetSceneItem("D_ston02", "attribute", "collision", 1);
    SetSceneItem("D_ston02", "attribute", "damage", 0);
    SetSceneItem("D_ston02", "attribute", "damagevalue", g_iLevel03StoneDamage);

    SetSceneItem("D_Abutton01", "pose", 0, 0);
    SetSceneItem("D_Abutton02", "pose", 0, 0);
    SetSceneItem("D_ADoor01", "pose", 0, 0);

    SetSceneItem("D_Bbutton01", "pose", 0, 0);
    SetSceneItem("D_Bbutton02", "pose", 0, 0);
    SetSceneItem("D_BDoor01", "pose", 0, 0);

```

```

SetSceneItem("D_APdoor01", "pose", 0, 0);
SetSceneItem("D_APdoor01", "attribute", "collision", 0);
SetSceneItem("D_APdoor01", "attribute", "damage", 0);
SetSceneItem("D_APd02Box01", "attribute", "collision", 1);

SetSceneItem("D_BPdoor01", "pose", 0, 0);
SetSceneItem("D_BPdoor01", "attribute", "collision", 0);
SetSceneItem("D_BPdoor01", "attribute", "damage", 0);
SetSceneItem("D_BPd02Box01", "attribute", "collision", 1);

g_iAPdoorHP = g_iPdoorMaxHP;
g_bAPdoorAlive = 1;
g_iAPdoorState = 1;
g_iAPdoorShakePose = 1;

g_iBPdoorHP = g_iPdoorMaxHP;
g_bBPdoorAlive = 1;
g_iBPdoorState = 1;
g_iBPdoorShakePose = 1;

--InitBoxes(g_iNumBoxes);
--InitBBoxes(g_iNumBBoxes);//函数名不对，可能是原版就有BUG 应该是InitBBoxes
--InitChairs(g_iNumChairs);
--InitDeskes(g_iNumDeskes);
--InitJugs(g_iNumJugs);
end

function D_APdoor01_OnAttack(id, character, damage)
    if (GetTeam(character) == 1) then
        return 0;
    end

    local state;

    g_iAPdoorHP = g_iAPdoorHP - damage;

    if ( g_iAPdoorState==1 and g_iAPdoorHP < g_iPdoorState1HP ) then

        g_iAPdoorState = g_iAPdoorState + 1;
        g_iAPdoorShakePose = 3;
        NetEvent(1);
        SetSceneItem(id, "pose", 2, 0);
        NetEvent(0);
    end

    if ( g_iAPdoorState==2 and g_iAPdoorHP < g_iPdoorState2HP ) then
        g_iAPdoorState = g_iAPdoorState + 1;
        g_iAPdoorShakePose = 5;
        NetEvent(1);
        SetSceneItem(id, "pose", 4, 0);
        NetEvent(0);
    end

    if ( g_iAPdoorState==3 and g_iAPdoorHP < g_iPdoorState3HP ) then

```

```

    g_iAPdoorState = g_iAPdoorState + 1;
    g_iAPdoorShakePose = 7;
    NetEvent(1);
    SetSceneltem(id, "pose", 6, 0);
    NetEvent(0);
end

if ( g_iAPdoorState==4 and g_iAPdoorHP < 0 ) then

    g_iAPdoorState = g_iAPdoorState + 1;
    NetEvent(1);
    CreateEffect(id, "GiMaBRK");
    SetSceneltem(id, "attribute", "interactive", 0);
    SetSceneltem(id, "attribute", "collision", 0);
    SetSceneltem(id, "pose", 8, 0);
    SetSceneltem("D_APd02Box01", "attribute", "active", 0);
    NetEvent(0);
end

state = GetSceneltem(id, "state");
if ( state==3 ) then
    NetEvent(1);
    CreateEffect(id, "GiMaHIT");
    SetSceneltem(id, "pose", g_iAPdoorShakePose, 0);
    NetEvent(0);
end
end

function D_APdoor01_OnIdle(id)
    if ( g_iAPdoorState==5 and g_bAPdoorAlive==1 ) then
        local pose;
        pose = GetSceneltem(id, "pose");
        if (pose ~= 8 ) then
            return 0;
        end
        local state;
        state = GetSceneltem(id, "state");
        if ( state==3 ) then
            g_bAPdoorAlive = 0;
            NetEvent(1);
            SetSceneltem("D_APdoor01", "attribute", "active", 0);
            NetEvent(0);
        end
    end
end

function D_BPdoor01_OnAttack(id, character, damage)
    if ( GetTeam(character)==2 ) then
        return 0;
    end

    local state;

```

```

g_iBPdoorHP = g_iBPdoorHP - damage;

if ( g_iBPdoorState==1 and g_iBPdoorHP < g_iPdoorState1HP ) then
    g_iBPdoorState = g_iBPdoorState + 1;
    g_iBPdoorShakePose = 3;
    NetEvent(1);
    SetSceneltem(id, "pose", 2, 0);
    NetEvent(0);
end

if ( g_iBPdoorState==2 and g_iBPdoorHP < g_iPdoorState2HP ) then
    g_iBPdoorState = g_iBPdoorState + 1;
    g_iBPdoorShakePose = 5;
    Output("Change State 3");
    NetEvent(1);
    SetSceneltem(id, "pose", 4, 0);
    NetEvent(0);
end

if ( g_iBPdoorState==3 and g_iBPdoorHP< g_iPdoorState3HP ) then
    g_iBPdoorState = g_iBPdoorState + 1;
    g_iBPdoorShakePose = 7;
    Output("Change State 4");
    NetEvent(1);
    SetSceneltem(id, "pose", 6, 0);
    NetEvent(0);
end

if ( g_iBPdoorState==4 and g_iBPdoorHP < g_iPdoorState4HP ) then
    g_iBPdoorState = g_iBPdoorState + 1;
    NetEvent(1);
    CreateEffect(id, "GiMaBRK");
    SetSceneltem(id, "attribute", "interactive", 0);
    SetSceneltem(id, "attribute", "collision", 0);
    SetSceneltem(id, "pose", 8, 0);
    SetSceneltem("D_BPd02Box01", "attribute", "active", 0);
    NetEvent(0);
end

state = GetSceneltem(id, "state");
if ( state==3 ) then
    NetEvent(1);
    CreateEffect(id, "GiMaHIT");
    SetSceneltem(id, "pose", g_iBPdoorShakePose, 0);
    NetEvent(0);
end

function D_BPdoor01_OnIdle(id)
    if ( g_iBPdoorState==5 and g_bBPdoorAlive==1 ) then
        local pose = GetSceneltem(id, "pose");
        if ( pose~=8 ) then
            return 0;
        end
    end
end

```



```

    local state;
    state = GetSceneltem(id, "state");
    if ( state==3 ) then
        g_bBPdoorAlive = 0;
        NetEvent(1);
        SetSceneltem("D_BPdoor01", "attribute", "active", 0);
        NetEvent(0);
    end
end
end

```

```

function D_ston01_OnAttack(id, character, damage)
    local pose = GetSceneltem(id, "pose");
    if ( pose==1 ) then
        return 0;
    end

```

```

    NetEvent(1);
    CreateEffect(id, "StoneFIL");
    CreateEffect("D_Sston01", "StoneFIL");
    SetSceneltem(id, "pose", 1, 0);
    SetSceneltem(id, "attribute", "collision", 0);
    SetSceneltem(id, "attribute", "damage", 1);
    NetEvent(0);
end

```

```

function D_ston01_OnIdle(id)
    if ( g_bStone01Active==1 ) then
        local pose = GetSceneltem(id, "pose");
        if ( pose==0 ) then
            return 0;
        end
        local state = GetSceneltem(id, "state");
        if ( state==3 ) then
            g_bStone01Active=0;
            NetEvent(1);
            SetSceneltem(id, "attribute", "active", 0);
            NetEvent(0);
        end
    end
end
end

```

```

function D_ston02_OnAttack(id, character, damage)
    local pose = GetSceneltem(id, "pose");
    if ( pose==1 ) then
        return 0;
    end

```

```

    NetEvent(1);
    CreateEffect(id, "StoneFIL");
    CreateEffect("D_Sston02", "StoneFIL");
    SetSceneltem(id, "pose", 1, 0);
    SetSceneltem(id, "attribute", "collision", 0);
    SetSceneltem(id, "attribute", "damage", 1);

```

```

    NetEvent(0);
end

function D_ston02_OnIdle(id)
    if ( g_bStone02Active==1 ) then
        local pose = GetSceneItem(id, "pose");
        if ( pose==0 ) then
            return 0;
        end
        local state = GetSceneItem(id, "state");
        if ( state==3 ) then
            g_bStone02Active = 0;
            NetEvent(1);
            SetSceneItem(id, "attribute", "active", 0);
            NetEvent(0);
        end
    end
end

function D_Abutton01_OnAttack(id, character, damage)
    local pose = GetSceneItem("D_ADoor01", "pose");
    if ( pose~=0 ) then
        return 0;
    end
    g_iADoor02OpenTime = Misc("gettime");
    NetEvent(1);
    SetSceneItem("D_ADoor01", "pose", 1, 0);
    SetSceneItem(id, "pose", 1, 0);
    NetEvent(0);
end

function D_Abutton02_OnAttack(id, character, damage)
    local pose = GetSceneItem("D_ADoor01", "pose");
    if ( pose~=0 ) then
        return 0;
    end
    g_iADoor02OpenTime = Misc("gettime");
    NetEvent(1);
    SetSceneItem("D_ADoor01", "pose", 1, 0);
    SetSceneItem(id, "pose", 1, 0);
    NetEvent(0);
end

function D_ADoor01_OnIdle(id)
    local pose = GetSceneItem(id, "pose");
    if ( pose==0 ) then
        return 0;
    end
    local state = GetSceneItem(id, "state");
    if ( pose==1 and state==3 ) then
        local diff = Misc("gettime") - g_iADoor02OpenTime;
        if ( diff > g_iDoorWaitTime ) then
            Output("Close Door");
            NetEvent(1);
        end
    end
end

```

```

        SetSceneltem(id, "pose", 2, 0);
        NetEvent(0);
    end
    return 1;
end
if ( pose==2 and state==3 ) then
    NetEvent(1);
    SetSceneltem(id, "pose", 0, 0);
    NetEvent(0);
    return 1;
end
end
end

function D_Bbutton01_OnAttack(id, character, damage)
    local pose = GetSceneltem("D_BDoor01", "pose");
    if ( pose~=0 ) then
        return 0;
    end
    g_iBDoor01OpenTime = Misc("gettime");
    NetEvent(1);
    SetSceneltem("D_BDoor01", "pose", 1, 0);
    SetSceneltem(id, "pose", 1, 0);
    NetEvent(0);
end

function D_Bbutton02_OnAttack(id, character, damage)
    local pose = GetSceneltem("D_BDoor01", "pose");
    if ( pose~=0 ) then
        return 0;
    end
    g_iBDoor01OpenTime = Misc("gettime");
    NetEvent(1);
    SetSceneltem("D_BDoor01", "pose", 1, 0);
    SetSceneltem(id, "pose", 1, 0);
    NetEvent(0);
end

function D_BDoor01_OnIdle(id)
    local pose = GetSceneltem(id, "pose");
    if ( pose==0 ) then
        return 0;
    end
    local state = GetSceneltem(id, "state");
    if ( pose==1 and state==3 ) then
        local diff = Misc("gettime") - g_iBDoor01OpenTime;
        if ( diff > g_iDoorWaitTime ) then
            Output("Close Door");
            NetEvent(1);
            SetSceneltem(id, "pose", 2, 0);
            NetEvent(0);
        end
    end
    if ( pose==2 and state==3 ) then
        NetEvent(1);
    end
end

```

```

        SetSceneItem("D_BDoor01", "pose", 0, 0);
        NetEvent(0);
    end
end

```

```

function main()
    Scene_OnLoad()
    Scene_OnInit()
end

```

分析下物件的处理代码，物件主要有受击消息，和Idle消息

看下石头的受击消息处理

```

function D_ston01_OnAttack(id, character, damage)
    local pose = GetSceneItem(id, "pose");取得石头当前动画编号，这个是fmc文件里的
    if ( pose==1 ) then当播放1编号动画时，1是石头从山顶落到地面，这种情况下，石头应该是无法
    击的，但是他这里写了
        return 0;
    end

    NetEvent(1);网络同步开始
    CreateEffect(id, "StoneFIL");在石头上创建一个特效StoneFil.ef
    CreateEffect("D_Sston01", "StoneFIL");在地面挂载点D_Sston01上创建一个特效，这个特效就是
    头炸开的声音
    SetSceneItem(id, "pose", 1, 0);让石头播放1号动画，不循环
    SetSceneItem(id, "attribute", "collision", 0);//让场景角色可以穿越石头
    SetSceneItem(id, "attribute", "damage", 1);让石头拥有攻击能力，他的攻击力在 des文件里有
    定
    NetEvent(0);网络同步结束
end

```

看石头在Idle时候的处理

```

function D_ston01_OnIdle(id)
    if ( g_bStone01Active==1 ) then 如果还是激活的
        local pose = GetSceneItem(id, "pose");取得动画id
        if ( pose==0 ) then 动画id为0，返回
            return 0;
        end
        local state = GetSceneItem(id, "state");取得动画状态
        if ( state==3 ) then 如果是播放到末尾帧停止了
            g_bStone01Active=0; 脚本内设置变量标识其为非激活
            NetEvent(1);网络同步开始
            SetSceneItem(id, "attribute", "active", 0);设置石头激活为 false
            NetEvent(0);网络同步结束
        end
    end
end
end

```

可以看到，这个石头没有HP，仅仅受击就播放动画，播放特效，动画播放完了播放状态就变化为3,然在其对应的Update里调用这个Idle消息，他就会把自己SetActive(false),这样脚本控制起来非常灵活但是要很细致的用脚本控制所有细节

然后看下拒马的消息处理

```

function D_BPdoor01_OnAttack(id, character, damage)
    if ( GetTeam(character)==2 ) then 如果打击场景物件的角色属于蝴蝶阵营
        return 0;直接返回, 过滤了蝴蝶阵营打拒马的情况
    end

    local state;

    g_iBPdoorHP = g_iBPdoorHP - damage;更新气血

    if ( g_iBPdoorState==1 and g_iBPdoorHP < g_iPdoorState1HP ) then 如果状态为1, 且气血
与3/4时
        g_iBPdoorState = g_iBPdoorState + 1;切换到下个状态 状态+1
        g_iBPdoorShakePose = 3; 受击动画为3
        NetEvent(1);同步开始
        SetSceneltem(id, "pose", 2, 0);播放动画2
        NetEvent(0);同步结束
    end

    if ( g_iBPdoorState==2 and g_iBPdoorHP < g_iPdoorState2HP ) then 途观状态为2, 切气血
与2/4时
        g_iBPdoorState = g_iBPdoorState + 1;再切换到下个状态
        g_iBPdoorShakePose = 5;受击动画为5
        Output("Change State 3");
        NetEvent(1);
        SetSceneltem(id, "pose", 4, 0);播放4号动画
        NetEvent(0);
    end

    if ( g_iBPdoorState==3 and g_iBPdoorHP< g_iPdoorState3HP ) then 如果状态为3 且血量小与
/4时
        g_iBPdoorState = g_iBPdoorState + 1; 切换状态+1
        g_iBPdoorShakePose = 7;受击抖动动画为7
        Output("Change State 4");
        NetEvent(1);
        SetSceneltem(id, "pose", 6, 0);播放6号动画
        NetEvent(0);
    end

    if ( g_iBPdoorState==4 and g_iBPdoorHP < g_iPdoorState4HP ) then 如果状态为4, 切气血
于0时
        g_iBPdoorState = g_iBPdoorState + 1;切换状态
        NetEvent(1);
        CreateEffect(id, "GiMaBRK");在拒马上播放特效
        SetSceneltem(id, "attribute", "interactive", 0);设置拒马不能与其他角色交互, 这句话意思还不
显
        SetSceneltem(id, "attribute", "collision", 0);设置拒马能与角色互相穿透
        SetSceneltem(id, "pose", 8, 0);播放动画8
        SetSceneltem("D_BPd02Box01", "attribute", "active", 0);把隐形的阻碍物件 SetActive(false)
就相当于开门了。
        NetEvent(0);
    end

    state = GetSceneltem(id, "state"); 取得动画播放状态
    if ( state==3 ) then 如果动画播放完毕

```

```

        NetEvent(1);
        CreateEffect(id, "GiMaHIT");在拒马上创建特效
        SetScenItem(id, "pose", g_iBPdoorShakePose, 0);播放受击抖动动画
        NetEvent(0);
    end
end

```

看下Idle函数

```

function D_BPdoor01_OnIdle(id)
    if ( g_iBPdoorState==5 and g_bBPdoorAlive==1 ) then 如果状态为5，且还处于激活
        local pose = GetScenItem(id, "pose");得到当前动画ID
        if ( pose~=8 ) then 如果是动画8，则返回，不处理
            return 0;
        end
        local state;
        state = GetScenItem(id, "state");得到动画播放状态
        if ( state==3 ) then 如果动画播放完毕
            g_bBPdoorAlive = 0; 取消激活
            NetEvent(1);
            SetScenItem("D_BPdoor01", "attribute", "active", 0);设置游戏对象SetActive(false)
            NetEvent(0);
        end
    end
end
end

```

这个拒马如果不用脚本来处理，真的很麻烦，光配置数据要实现这种（血量处于某个范围对应某个受动画这种，要配的数据估计不少），而且这完全是个特例，基本上原版里很少见这样用的

看到后面的 秦皇陵，里面摆动的斧头，还有岩浆下往上冒的石柱，都是通过脚本与角色交互的。

这里的机关按钮，还没研究清楚，他的des文件里，有些参数猜不出意思

他的摇杆部分，这个摇杆还不清楚为啥没设置可受击就跑到消息处理了，照我的想法最少先告诉我这摇杆可受攻击，然后才会调用碰撞检测，再进入受击消息处理。

Object objon

```

{
Position: 0.379 0.007 -0.878
Quaternon: -0.991 0.001 0.131 0.004
TextureAnimation: 0 0.000 0.000
Custom:
{
motionanimation=0;
onClick=3;
lExtparam1=100;
pose0=0,70;
}
}

```

底座部分

Object sobseat01

```
{  
Position: 0.002 0.615 -0.878  
Quaternion: -1.000 0.000 0.000 0.004  
TextureAnimation: 0 0.000 0.000  
Custom:  
{  
}  
}
```

开门机关处理函数

```
function D_Bbutton01_OnAttack(id, character, damage)  
    local pose = GetSceneltem("D_BDoor01", "pose");取得大门的动画ID  
    if ( pose~=0 ) then 如果大门的动画ID不是0则返回，也就是当大门处于开启和关闭的动画时，攻  
这个机关是没起作用的  
        return 0;  
    end  
    g_iBDoor01OpenTime = Misc("gettime");得到当前游戏时间，记录开门的时刻  
    NetEvent(1);  
    SetSceneltem("D_BDoor01", "pose", 1, 0);使大门播放开启动画  
    SetSceneltem(id, "pose", 1, 0);自己播放1号动画，也就是摇杆的拉动动画  
    NetEvent(0);  
end
```

看下大门的处理OnIdle

```
function D_BDoor01_OnIdle(id)  
    local pose = GetSceneltem(id, "pose");取得当前动作编号  
    if ( pose==0 ) then 如果是0号动画，返回  
        return 0;  
    end  
    local state = GetSceneltem(id, "state");取得动画状态，3代表动画播放完毕停留在最后一帧;  
    if ( pose==1 and state==3 ) then 如果动作是开门，且停留在最后一帧  
        local diff = Misc("gettime") - g_iBDoor01OpenTime; 用当前游戏时间减去开门时刻的时间  
        if ( diff > g_iDoorWaitTime ) then 如果 间隔时间大于 等待关门时间  
            Output("Close Door");  
            NetEvent(1);  
            SetSceneltem(id, "pose", 2, 0);播放2号动画，关门  
            NetEvent(0);  
        end  
    end  
    if ( pose==2 and state==3 ) then 如果是2号动画，且播放完毕了  
        NetEvent(1);  
        SetSceneltem("D_BDoor01", "pose", 0, 0); 设置播放0号动画，0号动画为待机动画，就是第  
帧  
        NetEvent(0);  
    end  
end
```