

007\_Effect

```
graph LR; 007_Effect[007_Effect] -- contains --> Inner[ ]; Inner -- contains --> Left[ ]; Inner -- contains --> Right[ ]; Left -- contains --> CFX_Magic[CFX_Magic]; Left -- contains --> Script1[Script]; Left -- contains --> AssetEffect[AssetEffect]; Right -- contains --> Bremen[Bremen]; Right -- contains --> Script2[Script]; Right -- contains --> StorySkillEffect[StorySkillEffect];
```

CFX\_Magic

Script

AssetEffect

Bremen

Script

StorySkillEffect