



effect	player	oppose
hp	change hp(position, hp)	change oppose hp(position, hp)
application	change application(position, application)	change oppose application(position, application)
equip	change equip(position, equip)	change oppose equip(position, equip)
energy	change energy(position, energy)	change oppose energy(position, energy)
state	change state(operation, add, change count, remove, count?)	change oppose state(operation, add, change count, remove, count?)
infusion	change infusion(position, operation, add, change, remove, element type?, duration?)	change oppose infusion(position, operation, add, change, remove, element type?, duration?)
add summon	add summon(summon name, usage)	oppose add summon(summon name, usage)
change summon usage	change summon usage(index, usage)	change oppose summon usage(index, usage)
remove summon	remove summon(index)	remove oppose summon(index)
add support	add support(support name, num)	oppose add support(support name, num)
change support display	change support(index, num)	change oppose support(index, num)
remove support	remove support(index)	remove oppose support(index)
change active	clear skill(?), init skill(skill name), change active(from index, to index)	oppose change active(from index, to index)
dice	clear dice(), show dice(dices), show dice num(num)	show oppose dice num(num)
add card	add card(card name)	show oppose card num(num)
remove card	remove card(card index)	show oppose card num(num)

operation	obj	condition	message	client
click character	standby	action phase		button change character show
right click/double click	character		preview skill(player(player, oppose), index)	
right click/double click	card /support /summon /skill		view description(index)	
click card		action phase	check cost(obj(card, skill), index)	button element tuning show, button play card show, card move
click skill		action phase, not highlight	check cost(obj(card, skill), index)	highlight skill
click skill		action phase, highlight	use skill(skill index)	
click dice		cost	recheck cost(dice index)	
click button change character		action phase	change active(character index)	button change character hide
click button element tuning		action phase	element tuning(dice index, card index)	button element tuning hide, button play card hide
click play card button		action phase	play card(card index)	button element tuning hide, button play card hide
click round end button		action phase	round end()	