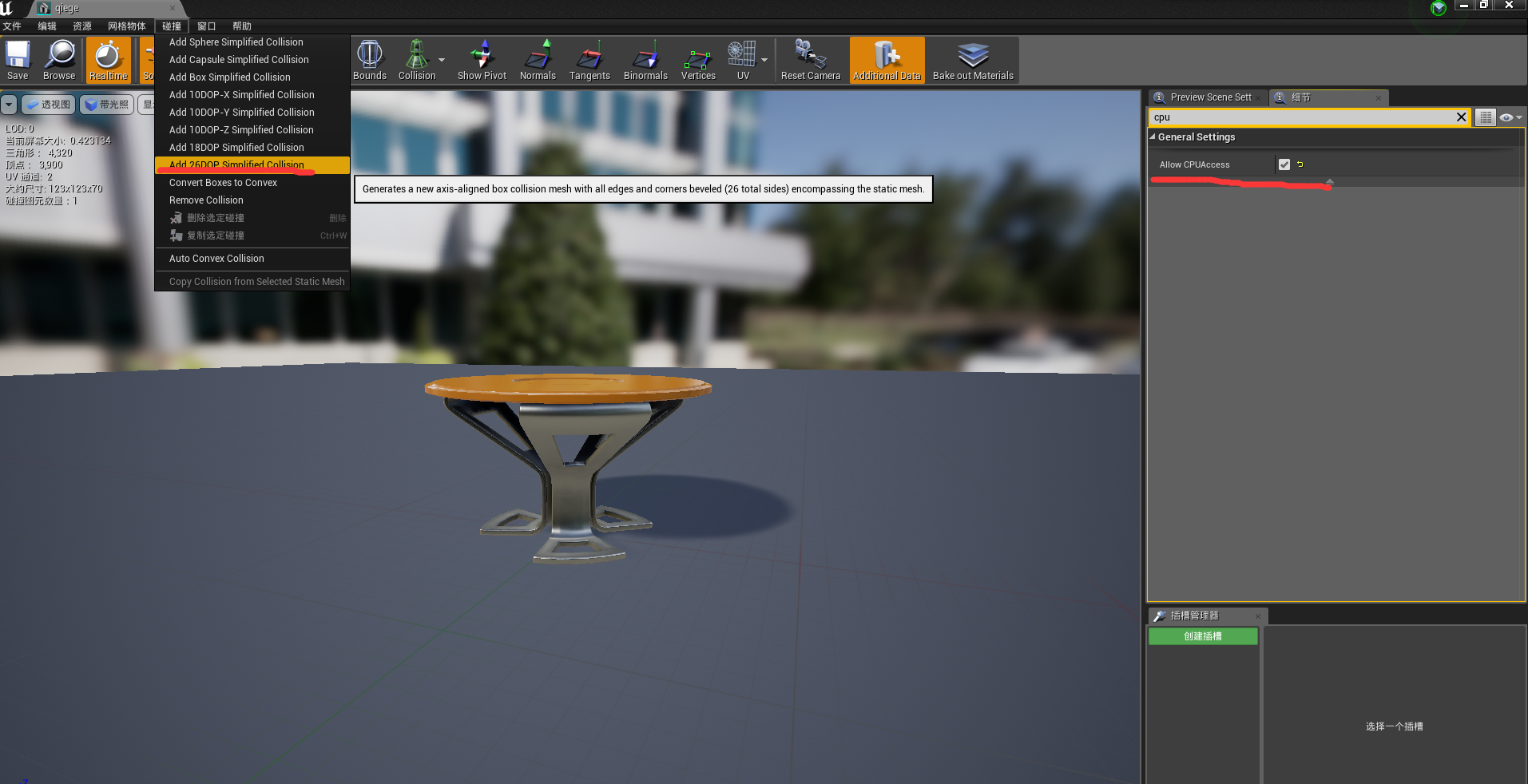
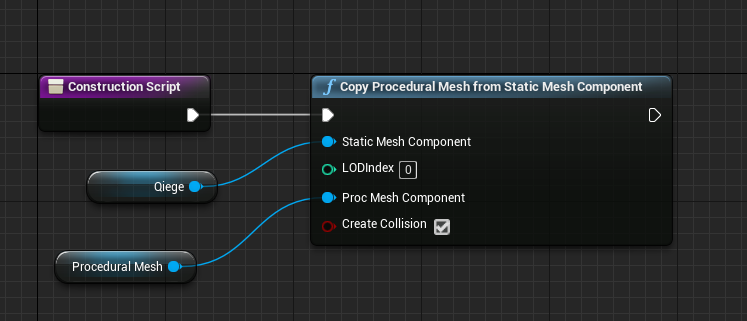
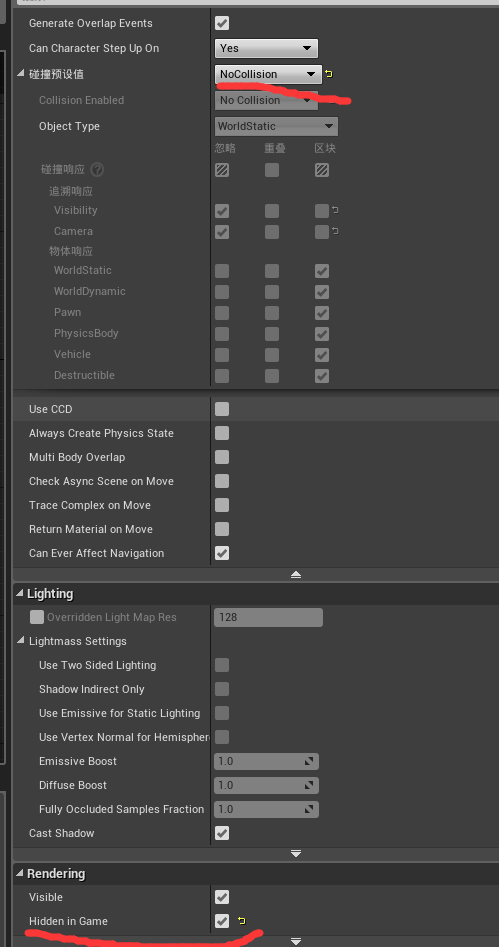
1. 添加碰撞，启用cpu计算
2. 创建Actor



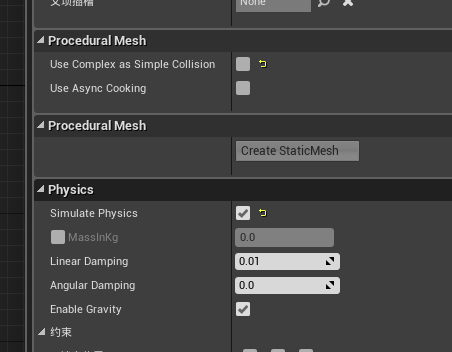
1. 为程序网格体赋值

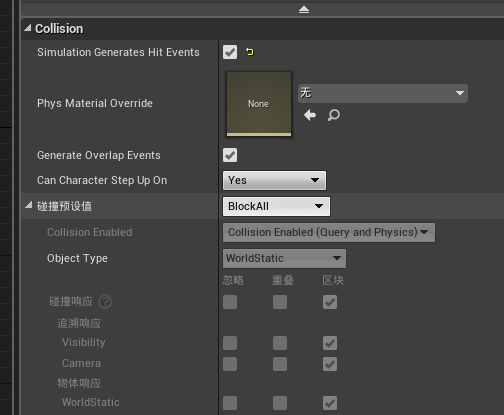


1. 设置美术网格体无碰撞及不显示

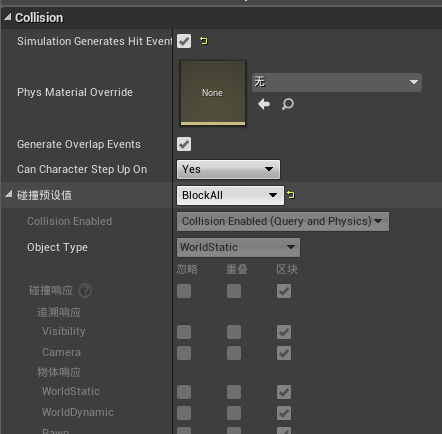


1. 设置程序网格体





1. 为武器设置碰撞



1. 编写切割程序

