条件-实体死亡凶手阵营

1. 目标过滤值，如下配置：

// 目标过滤(int值)

ENUM TARGET\_FILTER

{

DESC("所有类型")

TARGET\_ALL = 0x7FFFFFFF,

DESC("自己")

TARGET\_SELF = 0x1,

DESC("友方英雄(不包括自己)")

TARGET\_FRIENDLY\_ROLE = 0x2,

DESC("友方怪物")

TARGET\_FRIENDLY\_MONSTER = 0x4,

DESC("敌方英雄")

TARGET\_ENEMY\_ROLE = 0x8,

DESC("敌方怪物")

TARGET\_ENEMY\_MONSTER = 0x10,

DESC("中立英雄")

TARGET\_NEUTRAL\_ROLE = 0x20,

DESC("中立怪物")

TARGET\_NEUTRAL\_MONSTER = 0x40,

};

条件-死亡实体类型

1. 死亡实体类型，如下配置：

DESC("死亡实体类型")

ENUM DIE\_ENTITY\_TYPE

{

DESC("所有类型")

DIE\_ENTITY\_ALL = 0x7FFFFFFF,

DESC("英雄")

DIE\_ENTITY\_PLAYER\_ROLE = 0x1,

DESC("怪物")

DIE\_ENTITY\_MONSTER = 0x2,

DESC("载具")

DIE\_ENTITY\_TANK = 0x4,

};