::LANG ZN-CH

::---------------配置变量---------------

bz.exe a -r "%~dp0test-%TIMESTAMP%.zip" D:\Desktop\test

set DEST\_FOLDER=""

move /Y "%~dp0test-%TIMESTAMP%.zip" %DEST\_FOLDER%

::--------------------------------------"

可修改变量：

1、

"%~dp0test-%TIMESTAMP%.zip" D:\Desktop\test

文件名称：test-

压缩格式：.zip

源文件（存档）位置：D:\Desktop\test ::修改此部分让脚本正确定位到您存档的路径

注：所有变量"%~dp0test-%TIMESTAMP%.zip"都需要同步修改

2、set DEST\_FOLDER=""

修改此部分可将压缩完成后的文件移动到指定路径，在""内填入文件路径即可

::LANG EN-US

::---------------配置变量---------------

bz.exe a -r "%~dp0test-%TIMESTAMP%.zip" D:\Desktop\test

set DEST\_FOLDER=""

move /Y "%~dp0test-%TIMESTAMP%.zip" %DEST\_FOLDER%

::--------------------------------------"

Modifiable variables:

I.

"%~dp0test-%TIMESTAMP%.zip" D:\Desktop\test

File name: test-

Compression format: .zip

Source files(Saved games):D:\Desktop\test :: Modify this section so that the script is correctly positioned to the path you archive

Note: All variables "%~dp0test-%TIMESTAMP%.zip" need to be modified synchronously

II．

set DEST\_FOLDER=""

Modify this section to move the compressed file to the specified path, and fill in the file path in the "" field