

# 茗依插件buff数据（自存）

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## 操作

- 1. 打开茗依插件设置面板
- 2. 进入目标tab页面
- 3. 选择buff监控
- 4. 单击导入
- 5. 选择下方自己觉得有需要的代码复制粘贴导入

## buff配置说明



## 插件效果说明

- 1. 在勾选了buff名称之后不知道为什么还是看不到buff名称，很迷，除非勾选倒计时条
- 2. 只能展示buff剩余时间，像山河这种每秒刷新的buff就会一直闪烁
- 3. 暂时不知道怎么监控重要技能cd

## buff代码

- 监控自身重要buff
  - 说明：这个建议根据自己需求，在插件界面手动加buff名称，这里只给个样例
  - 复制内容

```
~~~~~  
{cdBarWidth=240,showBuffName=true,maxLineCount=16,scale=1,boxBgUITex="UI/Image/Common/Box.UITex144",cdBarUITex="/Interface/MY/MY!Base/image/STUI.UITex17",  
要自身buff",hideVoidBuff=true,cdBar=false,hideOthers=true,anchor=  
{y=261.54742431641,x=23.090599060059,s="LEFTCENTER",r="LEFTCENTER"},target="CLIENT_PLAYER",enable=true,monitors=[[10026]={iconid=13,buffname="疾  
如风",ids={},enable=true},{iconid=13,buffname="守如山",ids={},enable=true},{iconid=13,buffname="啸如虎",ids={},enable=true}]}}  
~~~~~
```

- 预览

```

{
    cdBarWidth=240,
    showBuffName=true,
    maxLineCount=16,
    scale=1,
    boxBgUITex="UI/Image/Common/Box.UITex|44",
    cdBarUITex=". /Interface/MY/MY_Base/image/ST_UI.UITex|7",
    draggable=true,
    caption="重要自身buff",
    hideVoidBuff=true,
    cdBar=false,
    hideOthers=true,
    anchor={
        y=261.54742431641,
        x=23.090599060059,
        s="LEFTCENTER",
        r="LEFTCENTER"
    },
    target="CLIENT_PLAYER",
    enable=true,
    monitors={
        [10026]={
            {iconid=13,buffname="疾如风",ids={},enable=true},
            {iconid=13,buffname="守如山",ids={},enable=true},
            {iconid=13,buffname="啸如虎",ids={},enable=true}
        }
    }
}

```

#### • 监控目标（一股脑儿全部有的版本）

##### ◦ 说明（一定要看！）

- 这个数据有个问题，因为太太太长，所以黏贴进去会有系统卡顿，耐心等一下，如果本身电脑就很卡不动死机的，放弃使用这个数据或者自己酌情删减
- 这个数据强烈建议调整到合适的位置后，勾选【隐藏已消失buff】，否则你的界面会很可怕

##### ◦ 复制内容

```

=====
{cdBarWidth=240,target="TARGET",enable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex|44",cdBarUITex=". /Interface/MY/MY_Base/image/STUI.UITex|7",draggable=
{y=152,x=-343,s="TOPLEFT",r="CENTER"},caption="无敌",showBuffName=true,monitors={common={{iconid=13,buffname="镇山河",ids={},enable=true},
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{iconid=13,buffname="御",ids={},enable=true},{iconid=13,buffname="冥泽",ids={},enable=true},{iconid=13,buffname="散流霞",ids={},enable=true},{iconid=13,buffname="剑
飞惊天",ids={},enable=true},{iconid=13,buffname="沉默",ids={},enable=true},{iconid=13,buffname="兰摧玉折",ids={},enable=true},{iconid=13,buffname="怖畏暗刑",ids=
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{iconid=13,buffname="转乾坤",ids={},enable=true},{iconid=13,buffname="生死之交",ids={},enable=true},{iconid=13,buffname="不工",ids={},enable=true},
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蕴皆空",ids={},enable=true},{iconid=13,buffname="繁音急节",ids={},enable=true},{iconid=13,buffname="大狮子吼",ids={},enable=true},{iconid=13,buffname="雷霆震
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{iconid=13,buffname="醉逍遥",ids={},enable=true},{iconid=13,buffname="北斗",ids={},enable=true},{iconid=13,buffname="危楼",ids={},enable=true},
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{iconid=13,buffname="盾毅",ids={},enable=true},{iconid=13,buffname="盾猛",ids={},enable=true},{iconid=13,buffname="裁骨",ids={},enable=true},{iconid=13,buffname="三

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## ◦ 预览

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- 监控目标无敌

- 复制内容

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- 预览

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    cdBar=false,
    hideOthers=false,
    anchor={y=152,x=-343,s="TOPLEFT",r="CENTER"},
    caption="无敌",
    showBuffName=true,
    monitors={
        common={
            {iconid=13,buffname="镇山河",ids={},enable=true},
            {iconid=13,buffname="太虚",ids={},enable=true},
            {iconid=13,buffname="回神",ids={},enable=true},
            {iconid=13,buffname="鬼斧神工",ids={},enable=true},
            {iconid=13,buffname="御",ids={},enable=true},
            {iconid=13,buffname="冥泽",ids={},enable=true},
            {iconid=13,buffname="散流霞",ids={},enable=true}
        }
    }
}

```

#### • 监控目标沉默

##### ◦ 复制内容

```

{cdBarWidth=240,target="TARGET",enable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex|44",cdBarUITex=". /Interface/MY/MY!Base/image/STUI.UITex|7",draggable=
{y=152,x=-343,s="TOPLEFT",r="CENTER"},caption="沉默",showBuffName=true,monitors={common={{iconid=13,buffname="剑飞惊天",ids={},enable=true},
{iconid=13,buffname="沉默",ids={},enable=true},{iconid=13,buffname="兰摧玉折",ids={},enable=true},{iconid=13,buffname="怖畏暗刑",ids={},enable=true},
{iconid=13,buffname="雷云",ids={},enable=true},{iconid=13,buffname="井仪",ids={},enable=true},{iconid=13,buffname="余音",ids={},enable=true},{iconid=13,buffname="风
切",ids={},enable=true}}}}

```

##### ◦ 预览

```

{
    cdBarWidth=240,
    target="TARGET",
    enable=true,
    scale=1,
    boxBgUITex="UI/Image/Common/Box.UITex|44",
    cdBarUITex=". /Interface/MY/MY!Base/image/STUI.UITex|7",
    draggable=true,
    maxLineCount=16,
    hideVoidBuff=false,
    cdBar=false,
    hideOthers=false,
    anchor={y=152,x=-343,s="TOPLEFT",r="CENTER"},
    caption="沉默",
    showBuffName=true,
    monitors={
        common={
            {iconid=13,buffname="剑飞惊天",ids={},enable=true},
            {iconid=13,buffname="沉默",ids={},enable=true},
            {iconid=13,buffname="兰摧玉折",ids={},enable=true},
            {iconid=13,buffname="怖畏暗刑",ids={},enable=true},
            {iconid=13,buffname="雷云",ids={},enable=true},
            {iconid=13,buffname="井仪",ids={},enable=true},
            {iconid=13,buffname="余音",ids={},enable=true},
            {iconid=13,buffname="风切",ids={},enable=true}
        }
    }
}

```

#### • 监控目标免控

##### ◦ 复制内容

```
{cdBarWidth=240,target="TARGET",enable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITexI44",cdBarUITex="/Interface/MY/MY!Base/image/STUI.UITexI7",draggable={y=152,x=-343,s="TOPLEFT",r="CENTER"},caption="沉默",showBuffName=true,monitors={common={{iconid=13,buffname="星楼月影",ids={},enable=true},{iconid=13,buffname="折骨",ids={},enable=true},{iconid=13,buffname="素衿",ids={},enable=true},{iconid=13,buffname="力拔",ids={},enable=true},{iconid=13,buffname="纵轻骑",ids={},enable=true},{iconid=13,buffname="转乾坤",ids={},enable=true},{iconid=13,buffname="生死之交",ids={},enable=true},{iconid=13,buffname="不工",ids={},enable=true},{iconid=13,buffname="玉泉鱼跃",ids={},enable=true},{iconid=13,buffname="梦泉虎跑",ids={},enable=true},{iconid=13,buffname="蛊虫狂暴",ids={},enable=true},{iconid=13,buffname="风蜈献祭",ids={},enable=true},{iconid=13,buffname="碧蝶献祭",ids={},enable=true},{iconid=13,buffname="圣体",ids={},enable=true},{iconid=13,buffname="灵辉",ids={},enable=true},{iconid=13,buffname="超然",ids={},enable=true},{iconid=13,buffname="出渊",ids={},enable=true},{iconid=13,buffname="飞将",ids={},enable=true},{iconid=13,buffname="零落",ids={},enable=true},{iconid=13,buffname="吞日月",ids={},enable=true},{iconid=13,buffname="迷心蛊",ids={},enable=true},{iconid=13,buffname="菩提身",ids={},enable=true},{iconid=13,buffname="青阳",ids={},enable=true},{iconid=13,buffname="笑醉狂",ids={},enable=true},{iconid=13,buffname="烟雨行",ids={},enable=true},{iconid=13,buffname="龙跃于渊",ids={},enable=true},{iconid=13,buffname="酒中仙",ids={},enable=true},{iconid=13,buffname="流火流星",ids={},enable=true},{iconid=13,buffname="霸体",ids={},enable=true},{iconid=13,buffname="蛊虫献祭",ids={},enable=true},{iconid=13,buffname="绝伦逸群",ids={},enable=true},{iconid=13,buffname="无惧",ids={},enable=true},{iconid=13,buffname="盾墙",ids={},enable=true},{iconid=13,buffname="千险",ids={},enable=true},{iconid=13,buffname="水月无间",ids={},enable=true},{iconid=13,buffname="劫化",ids={},enable=true},{iconid=13,buffname="盾毅",ids={},enable=true},{iconid=13,buffname="捍卫",ids={},enable=true},{iconid=13,buffname="青蒂",ids={},enable=true},{iconid=13,buffname="净果",ids={},enable=true},{iconid=13,buffname="捣衣",ids={},enable=true},{iconid=13,buffname="圣法光明",ids={},enable=true},{iconid=13,buffname="鹊踏枝",ids={},enable=true},{iconid=13,buffname="音韵",ids={},enable=true},{iconid=13,buffname="石间意",ids={},enable=true},{iconid=13,buffname="孤影",ids={},enable=true},{iconid=13,buffname="探梅",ids={},enable=true},{iconid=13,buffname="破重围",ids={},enable=true},{iconid=13,buffname="尘身",ids={},enable=true},{iconid=13,buffname="西楚悲歌",ids={},enable=true},{iconid=13,buffname="临渊蹈河",ids={},enable=true},{iconid=13,buffname="生太极",ids={},enable=true},{iconid=13,buffname="啸日",ids={},enable=true}}}}
```

.....

- 。预览

```

{
cdBarWidth=240,
target="TARGET",
enable=true,
scale=1,
boxBgUITex="UI/Image/Common/Box.UITex|44",
cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex|7",
draggable=true,
maxLineCount=16,
hideVoidBuff=false,
cdBar=false,
hideOthers=false,
anchor={y=152,x=-343,s="TOPLEFT",r="CENTER"},
caption="沉默",
showBuffName=true,
monitors={
common={
{iconid=13,buffname="星楼月影",ids={},enable=true},
{iconid=13,buffname="折骨",ids={},enable=true},
{iconid=13,buffname="素衿",ids={},enable=true},
{iconid=13,buffname="力拔",ids={},enable=true},
{iconid=13,buffname="纵轻骑",ids={},enable=true},
{iconid=13,buffname="转乾坤",ids={},enable=true},
{iconid=13,buffname="生死之交",ids={},enable=true},
{iconid=13,buffname="不工",ids={},enable=true},
{iconid=13,buffname="玉泉鱼跃",ids={},enable=true},
{iconid=13,buffname="梦泉虎跑",ids={},enable=true},
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{iconid=13,buffname="风蜈献祭",ids={},enable=true},
{iconid=13,buffname="碧蝶献祭",ids={},enable=true},
{iconid=13,buffname="圣体",ids={},enable=true},
{iconid=13,buffname="灵辉",ids={},enable=true},
{iconid=13,buffname="超然",ids={},enable=true},
{iconid=13,buffname="出渊",ids={},enable=true},
{iconid=13,buffname="飞将",ids={},enable=true},
{iconid=13,buffname="零落",ids={},enable=true},
{iconid=13,buffname="吞日月",ids={},enable=true},
{iconid=13,buffname="迷心蛊",ids={},enable=true},
{iconid=13,buffname="菩提身",ids={},enable=true},
{iconid=13,buffname="青阳",ids={},enable=true},
{iconid=13,buffname="笑醉狂",ids={},enable=true},
{iconid=13,buffname="烟雨行",ids={},enable=true},
{iconid=13,buffname="龙跃于渊",ids={},enable=true},
{iconid=13,buffname="酒中仙",ids={},enable=true},
{iconid=13,buffname="流火流星",ids={},enable=true},
{iconid=13,buffname="霸体",ids={},enable=true},
{iconid=13,buffname="蛊虫献祭",ids={},enable=true},
{iconid=13,buffname="绝伦逸群",ids={},enable=true},
{iconid=13,buffname="无惧",ids={},enable=true},
{iconid=13,buffname="盾墙",ids={},enable=true},
{iconid=13,buffname="千险",ids={},enable=true},
{iconid=13,buffname="水月无间",ids={},enable=true},
{iconid=13,buffname="劫化",ids={},enable=true},
{iconid=13,buffname="盾毅",ids={},enable=true},
{iconid=13,buffname="捍卫",ids={},enable=true},
{iconid=13,buffname="青蒂",ids={},enable=true},
{iconid=13,buffname="净果",ids={},enable=true},
{iconid=13,buffname="捣衣",ids={},enable=true},
{iconid=13,buffname="圣法光明",ids={},enable=true},
{iconid=13,buffname="鹊踏枝",ids={},enable=true},
{iconid=13,buffname="音韵",ids={},enable=true},
{iconid=13,buffname="石间意",ids={},enable=true},
{iconid=13,buffname="孤影",ids={},enable=true},
{iconid=13,buffname="探梅",ids={},enable=true},
{iconid=13,buffname="破重围",ids={},enable=true},
{iconid=13,buffname="尘身",ids={},enable=true},
{iconid=13,buffname="西楚悲歌",ids={},enable=true},
{iconid=13,buffname="临渊蹈河",ids={},enable=true},
{iconid=13,buffname="生太极",ids={},enable=true},
{iconid=13,buffname="啸日",ids={},enable=true}
}
}
}

```

- 监控目标眩晕

- 复制内容

```
{cdBarWidth=240,target="TARGET",enable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITexI44",cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITexI7",draggable={y=152,x=-343,s="TOPLEFT",r="CENTER"},caption="眩晕",showBuffName=true,monitors={common={ {iconid=13,buffname="眩晕",ids={},enable=true}, {iconid=13,buffname="致盲",ids={},enable=true}, {iconid=13,buffname="五蕴皆空",ids={},enable=true}, {iconid=13,buffname="繁音急节",ids={},enable=true}, {iconid=13,buffname="大狮子吼",ids={},enable=true}, {iconid=13,buffname="雷霆震怒",ids={},enable=true}, {iconid=13,buffname="突",ids={},enable=true}, {iconid=13,buffname="断魂刺",ids={},enable=true}, {iconid=13,buffname="中注",ids={},enable=true}, {iconid=13,buffname="醉月",ids={},enable=true}, {iconid=13,buffname="鹤归孤山",ids={},enable=true}, {iconid=13,buffname="碧王",ids={},enable=true}, {iconid=13,buffname="峰插云景",ids={},enable=true}, {iconid=13,buffname="日劫",ids={},enable=true}, {iconid=13,buffname="无明魂锁",ids={},enable=true}, {iconid=13,buffname="镇魔",ids={},enable=true}, {iconid=13,buffname="幻光步",ids={},enable=true}, {iconid=13,buffname="虎贲",ids={},enable=true}, {iconid=13,buffname="弩击",ids={},enable=true}, {iconid=13,buffname="善护",ids={},enable=true}, {iconid=13,buffname="净世破魔击",ids={},enable=true}, {iconid=13,buffname="醉逍遥",ids={},enable=true}, {iconid=13,buffname="北斗",ids={},enable=true}, {iconid=13,buffname="危楼",ids={},enable=true}, {iconid=13,buffname="日影",ids={},enable=true}, {iconid=13,buffname="伏夜·晕",ids={},enable=true}, {iconid=13,buffname="撼地",ids={},enable=true}, {iconid=13,buffname="盾毅",ids={},enable=true}, {iconid=13,buffname="盾猛",ids={},enable=true}, {iconid=13,buffname="裁骨",ids={},enable=true}}}}
```

- 预览

```
{
  cdBarWidth=240,
  target="TARGET",
  enable=true,
  scale=1,
  boxBgUITex="UI/Image/Common/Box.UITexI44",
  cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITexI7",
  draggable=true,
  maxLineCount=16,
  hideVoidBuff=false,
  cdBar=false,
  hideOthers=false,
  anchor={y=152,x=-343,s="TOPLEFT",r="CENTER"},
  caption="眩晕",
  showBuffName=true,
  monitors={
    common={
      {iconid=13,buffname="眩晕",ids={},enable=true},
      {iconid=13,buffname="致盲",ids={},enable=true},
      {iconid=13,buffname="五蕴皆空",ids={},enable=true},
      {iconid=13,buffname="繁音急节",ids={},enable=true},
      {iconid=13,buffname="大狮子吼",ids={},enable=true},
      {iconid=13,buffname="雷霆震怒",ids={},enable=true},
      {iconid=13,buffname="突",ids={},enable=true},
      {iconid=13,buffname="断魂刺",ids={},enable=true},
      {iconid=13,buffname="中注",ids={},enable=true},
      {iconid=13,buffname="醉月",ids={},enable=true},
      {iconid=13,buffname="鹤归孤山",ids={},enable=true},
      {iconid=13,buffname="碧王",ids={},enable=true},
      {iconid=13,buffname="峰插云景",ids={},enable=true},
      {iconid=13,buffname="日劫",ids={},enable=true},
      {iconid=13,buffname="无明魂锁",ids={},enable=true},
      {iconid=13,buffname="镇魔",ids={},enable=true},
      {iconid=13,buffname="幻光步",ids={},enable=true},
      {iconid=13,buffname="虎贲",ids={},enable=true},
      {iconid=13,buffname="弩击",ids={},enable=true},
      {iconid=13,buffname="善护",ids={},enable=true},
      {iconid=13,buffname="净世破魔击",ids={},enable=true},
      {iconid=13,buffname="醉逍遥",ids={},enable=true},
      {iconid=13,buffname="北斗",ids={},enable=true},
      {iconid=13,buffname="危楼",ids={},enable=true},
      {iconid=13,buffname="日影",ids={},enable=true},
      {iconid=13,buffname="伏夜·晕",ids={},enable=true},
      {iconid=13,buffname="撼地",ids={},enable=true},
      {iconid=13,buffname="盾毅",ids={},enable=true},
      {iconid=13,buffname="盾猛",ids={},enable=true},
      {iconid=13,buffname="裁骨",ids={},enable=true}
    }
  }
}
```

- 监控目标锁定

- 复制内容

```
{cdBarWidth=240,target="TARGET",enable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex|44",cdBarUITex=". /Interface/MY/MY!Base/image/STUI.UITex|7",draggable={y=152,x=-343,s="TOPLEFT",r="CENTER"},caption="锁定",showBuffName=true,monitors={common={{iconid=13,buffname="三才化生",ids={},enable=true},{iconid=13,buffname="影痕",ids={},enable=true},{iconid=13,buffname="止水",ids={},enable=true},{iconid=13,buffname="锁足",ids={},enable=true},{iconid=13,buffname="五方行尽",ids={},enable=true},{iconid=13,buffname="百足迷心",ids={},enable=true},{iconid=13,buffname="天蛛献祭",ids={},enable=true},{iconid=13,buffname="吐故纳新",ids={},enable=true},{iconid=13,buffname="滞",ids={},enable=true},{iconid=13,buffname="禁缚",ids={},enable=true},{iconid=13,buffname="太乙",ids={},enable=true},{iconid=13,buffname="百足",ids={},enable=true},{iconid=13,buffname="太阴指",ids={},enable=true},{iconid=13,buffname="碎冰",ids={},enable=true},{iconid=13,buffname="伏夜·缠",ids={},enable=true},{iconid=13,buffname="铁爪",ids={},enable=true},{iconid=13,buffname="落雁",ids={},enable=true},{iconid=13,buffname="断筋",ids={},enable=true},{iconid=13,buffname="钻心刺骨",ids={},enable=true},{iconid=13,buffname="剑·羽",ids={},enable=true},{iconid=13,buffname="钟林毓秀",ids={},enable=true},{iconid=13,buffname="琴音",ids={},enable=true}}}}}
```

◦ 预览

```
{
  cdBarWidth=240,
  target="TARGET",
  enable=true,
  scale=1,
  boxBgUITex="UI/Image/Common/Box.UITex|44",
  cdBarUITex=". /Interface/MY/MY!Base/image/STUI.UITex|7",
  draggable=true,
  maxLineCount=16,
  hideVoidBuff=false,
  cdBar=false,
  hideOthers=false,
  anchor={y=152,x=-343,s="TOPLEFT",r="CENTER"},
  caption="锁定",
  showBuffName=true,
  monitors={
    common={
      {iconid=13,buffname="三才化生",ids={},enable=true},
      {iconid=13,buffname="影痕",ids={},enable=true},
      {iconid=13,buffname="止水",ids={},enable=true},
      {iconid=13,buffname="锁足",ids={},enable=true},
      {iconid=13,buffname="五方行尽",ids={},enable=true},
      {iconid=13,buffname="百足迷心",ids={},enable=true},
      {iconid=13,buffname="天蛛献祭",ids={},enable=true},
      {iconid=13,buffname="吐故纳新",ids={},enable=true},
      {iconid=13,buffname="滞",ids={},enable=true},
      {iconid=13,buffname="禁缚",ids={},enable=true},
      {iconid=13,buffname="太乙",ids={},enable=true},
      {iconid=13,buffname="百足",ids={},enable=true},
      {iconid=13,buffname="太阴指",ids={},enable=true},
      {iconid=13,buffname="碎冰",ids={},enable=true},
      {iconid=13,buffname="伏夜·缠",ids={},enable=true},
      {iconid=13,buffname="铁爪",ids={},enable=true},
      {iconid=13,buffname="落雁",ids={},enable=true},
      {iconid=13,buffname="断筋",ids={},enable=true},
      {iconid=13,buffname="钻心刺骨",ids={},enable=true},
      {iconid=13,buffname="剑·羽",ids={},enable=true},
      {iconid=13,buffname="钟林毓秀",ids={},enable=true},
      {iconid=13,buffname="琴音",ids={},enable=true}
    }
  }
}
```

• 监控目标定身

◦ 复制内容

```
{cdBarWidth=240,target="TARGET",enable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex|44",cdBarUITex=". /Interface/MY/MY!Base/image/STUI.UITex|7",draggable={y=152,x=-343,s="TOPLEFT",r="CENTER"},caption="定身",showBuffName=true,monitors={common={{iconid=13,buffname="太阴指",ids={},enable=true},{iconid=13,buffname="傍花随柳",ids={},enable=true},{iconid=13,buffname="帝骖龙翔",ids={},enable=true},{iconid=13,buffname="大道无术",ids={},enable=true},{iconid=13,buffname="七星拱瑞",ids={},enable=true},{iconid=13,buffname="芙蓉并蒂",ids={},enable=true},{iconid=13,buffname="完骨",ids={},enable=true},{iconid=13,buffname="破势",ids={},enable=true},{iconid=13,buffname="同归",ids={},enable=true},{iconid=13,buffname="定身",ids={},enable=true},{iconid=13,buffname="松涛",ids={},enable=true},{iconid=13,buffname="绛唇珠袖",ids={},enable=true},{iconid=13,buffname="丝牵",ids={},enable=true},{iconid=13,buffname="金针",ids={},enable=true},{iconid=13,buffname="天绝地灭",ids={},enable=true},{iconid=13,buffname="迷影",ids={},enable=true},{iconid=13,buffname="幻蛊",ids={},enable=true},{iconid=13,buffname="伏夜·定",ids={},enable=true}}}}}
```

◦ 预览



```

{
    cdBarWidth=240,
    target="TARGET",
    enable=true,
    scale=1,
    boxBgUITex="UI/Image/Common/Box.UITex|44",
    cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex|7",
    draggable=true,
    maxLineCount=16,
    hideVoidBuff=false,
    cdBar=false,
    hideOthers=false,
    anchor={y=152,x=-343,s="TOPLEFT",r="CENTER"},
    caption="爆发",
    showBuffName=true,
    monitors={
    common={
        {iconid=13,buffname="疾如风",ids={},enable=true},
        {iconid=13,buffname="青荷",ids={},enable=true},
        {iconid=13,buffname="紫气东来",ids={},enable=true},
        {iconid=13,buffname="繁音急节",ids={},enable=true},
        {iconid=13,buffname="弱水",ids={},enable=true},
        {iconid=13,buffname="香疏影",ids={},enable=true},
        {iconid=13,buffname="乱洒",ids={},enable=true},
        {iconid=13,buffname="酒中仙",ids={},enable=true},
        {iconid=13,buffname="渊",ids={},enable=true},
        {iconid=13,buffname="莺鸣",ids={},enable=true},
        {iconid=13,buffname="扬威",ids={},enable=true},
        {iconid=13,buffname="灵蛇献祭",ids={},enable=true},
        {iconid=13,buffname="贯木流年",ids={},enable=true},
        {iconid=13,buffname="疏狂",ids={},enable=true},
        {iconid=13,buffname="重激",ids={},enable=true}
    }
    }
}

```

- 监控目标减伤

- 复制内容

```

{cdBarWidth=240,target="TARGET",enable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex|44",cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex|7",draggable=
{y=152,x=-343,s="TOPLEFT",r="CENTER"},caption="减伤",showBuffName=true,monitors={common={{iconid=13,buffname="守如山",ids={},enable=true},
{iconid=13,buffname="转乾坤",ids={},enable=true},{iconid=13,buffname="无相诀",ids={},enable=true},{iconid=13,buffname="春泥护花",ids={},enable=true},
{iconid=13,buffname="雾体",ids={},enable=true},{iconid=13,buffname="御天",ids={},enable=true},{iconid=13,buffname="天地低昂",ids={},enable=true},
{iconid=13,buffname="贪魔体",ids={},enable=true},{iconid=13,buffname="零落",ids={},enable=true},{iconid=13,buffname="正骨",ids={},enable=true},
{iconid=13,buffname="玄水盂",ids={},enable=true},{iconid=13,buffname="笑醉狂",ids={},enable=true},{iconid=13,buffname="脑户",ids={},enable=true},
{iconid=13,buffname="龙啸九天",ids={},enable=true},{iconid=13,buffname="圣手织天",ids={},enable=true},{iconid=13,buffname="金屋",ids={},enable=true},
{iconid=13,buffname="蝶戏水",ids={},enable=true},{iconid=13,buffname="护体",ids={},enable=true},{iconid=13,buffname="盾壁",ids={},enable=true},
{iconid=13,buffname="盾墙",ids={},enable=true},{iconid=13,buffname="荣辉",ids={},enable=true},{iconid=13,buffname="盾护",ids={},enable=true},{iconid=13,buffname="捍
卫",ids={},enable=true},{iconid=13,buffname="无我",ids={},enable=true},{iconid=13,buffname="绝歌",ids={},enable=true},{iconid=13,buffname="杯水留影",ids=
 {},enable=true},{iconid=13,buffname="震八方",ids={},enable=true},{iconid=13,buffname="梅花三弄",ids={},enable=true},{iconid=13,buffname="破釜沉舟",ids=
 {},enable=true}}}}}

```

- 预览



```

{
  cdBarWidth=240,
  target="TARGET",
  enable=true,
  scale=1,
  boxBgUITex="UI/Image/Common/Box.UITex|44",
  cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex|7",
  draggable=true,
  maxLineCount=16,
  hideVoidBuff=false,
  cdBar=false,
  hideOthers=false,
  anchor={y=152,x=-343,s="TOPLEFT",r="CENTER"},
  caption="减伤",
  showBuffName=true,
  monitors={
  common={
    {iconid=13,buffname="守如山",ids={},enable=true},
    {iconid=13,buffname="转乾坤",ids={},enable=true},
    {iconid=13,buffname="无相诀",ids={},enable=true},
    {iconid=13,buffname="春泥护花",ids={},enable=true},
    {iconid=13,buffname="雾体",ids={},enable=true},
    {iconid=13,buffname="御天",ids={},enable=true},
    {iconid=13,buffname="天地低昂",ids={},enable=true},
    {iconid=13,buffname="贪魔体",ids={},enable=true},
    {iconid=13,buffname="零落",ids={},enable=true},
    {iconid=13,buffname="正骨",ids={},enable=true},
    {iconid=13,buffname="玄水蛊",ids={},enable=true},
    {iconid=13,buffname="笑醉狂",ids={},enable=true},
    {iconid=13,buffname="脑户",ids={},enable=true},
    {iconid=13,buffname="龙啸九天",ids={},enable=true},
    {iconid=13,buffname="圣手织天",ids={},enable=true},
    {iconid=13,buffname="金屋",ids={},enable=true},
    {iconid=13,buffname="蝶戏水",ids={},enable=true},
    {iconid=13,buffname="护体",ids={},enable=true},
    {iconid=13,buffname="盾壁",ids={},enable=true},
    {iconid=13,buffname="盾墙",ids={},enable=true},
    {iconid=13,buffname="荣辉",ids={},enable=true},
    {iconid=13,buffname="盾护",ids={},enable=true},
    {iconid=13,buffname="捍卫",ids={},enable=true},
    {iconid=13,buffname="无我",ids={},enable=true},
    {iconid=13,buffname="绝歌",ids={},enable=true},
    {iconid=13,buffname="杯水留影",ids={},enable=true},
    {iconid=13,buffname="震八方",ids={},enable=true},
    {iconid=13,buffname="梅花三弄",ids={},enable=true},
    {iconid=13,buffname="破釜沉舟",ids={},enable=true}
  }
}
}
}

```

- 监控目标闪避

- 复制内容

```

=====

{cdBarWidth=240,target="TARGET",enable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex|44",cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex|7",draggable=
{y=152,x=-343,s="TOPLEFT",r="CENTER"},caption="闪避",showBuffName=true,monitors={common={{iconid=13,buffname="惊鸿游龙",ids={},enable=true},
{iconid=13,buffname="云栖松",ids={},enable=true},{iconid=13,buffname="风吹荷",ids={},enable=true},{iconid=13,buffname="醉逍遥",ids={},enable=true},
{iconid=13,buffname="御风而行",ids={},enable=true},{iconid=13,buffname="两生",ids={},enable=true}}}}}

=====

```

- 预览

```

{
    cdBarWidth=240,
    target="TARGET",
    enable=true,
    scale=1,
    boxBgUITex="UI/Image/Common/Box.UITex|44",
    cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex|7",
    draggable=true,
    maxLineCount=16,
    hideVoidBuff=false,
    cdBar=false,
    hideOthers=false,
    anchor={y=152,x=-343,s="TOPLEFT",r="CENTER"},
    caption="闪避",
    showBuffName=true,
    monitors={
    common={
        {iconid=13,buffname="惊鸿游龙",ids={},enable=true},
        {iconid=13,buffname="云栖松",ids={},enable=true},
        {iconid=13,buffname="风吹荷",ids={},enable=true},
        {iconid=13,buffname="醉逍遥",ids={},enable=true},
        {iconid=13,buffname="御风而行",ids={},enable=true},
        {iconid=13,buffname="两生",ids={},enable=true}
    }
    }
}

```

## • 监控目标减疗

### ◦ 复制内容

```

{cdBarWidth=240,target="TARGET",enable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex|44",cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex|7",draggable=
{y=152,x=-343,s="TOPLEFT",r="CENTER"},caption="减疗",showBuffName=true,monitors={common={iconid=13,buffname="霹雳",ids={},enable=true},
{iconid=13,buffname="穿心弩",ids={},enable=true},{iconid=13,buffname="穿心",ids={},enable=true},{iconid=13,buffname="无相",ids={},enable=true},
{iconid=13,buffname="恒河劫沙",ids={},enable=true},{iconid=13,buffname="百足枯残",ids={},enable=true},{iconid=13,buffname="蝎蛭",ids={},enable=true},
{iconid=13,buffname="月劫",ids={},enable=true},{iconid=13,buffname="神龙降世",ids={},enable=true},{iconid=13,buffname="盾击",ids={},enable=true},
{iconid=13,buffname="楚济",ids={},enable=true},{iconid=13,buffname="吞楚",ids={},enable=true}}}}

```

### ◦ 预览

```

{
    cdBarWidth=240,
    target="TARGET",
    enable=true,
    scale=1,
    boxBgUITex="UI/Image/Common/Box.UITex|44",
    cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex|7",
    draggable=true,
    maxLineCount=16,
    hideVoidBuff=false,
    cdBar=false,
    hideOthers=false,
    anchor={y=152,x=-343,s="TOPLEFT",r="CENTER"},
    caption="减疗",
    showBuffName=true,
    monitors={
    common={
        {iconid=13,buffname="霹雳",ids={},enable=true},
        {iconid=13,buffname="穿心弩",ids={},enable=true},
        {iconid=13,buffname="穿心",ids={},enable=true},
        {iconid=13,buffname="无相",ids={},enable=true},
        {iconid=13,buffname="恒河劫沙",ids={},enable=true},
        {iconid=13,buffname="百足枯残",ids={},enable=true},
        {iconid=13,buffname="蝎蛭",ids={},enable=true},
        {iconid=13,buffname="月劫",ids={},enable=true},
        {iconid=13,buffname="神龙降世",ids={},enable=true},
        {iconid=13,buffname="盾击",ids={},enable=true},
        {iconid=13,buffname="楚济",ids={},enable=true},
        {iconid=13,buffname="吞楚",ids={},enable=true}
    }
    }
}

```

• 监控目标减速

◦ 复制内容

```
{cdBarWidth=240,target="TARGET",enable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex|44",cdBarUITex="/Interface/MY/MY!Base/image/STUI.UITex|7",draggable={y=152,x=-343,s="TOPLEFT",r="CENTER"},caption="减速",showBuffName=true,monitors={common={{iconid=13,buffname="太乙",ids={},enable=true},{iconid=13,buffname="减速",ids={},enable=true},{iconid=13,buffname="穿",ids={},enable=true},{iconid=13,buffname="玄一",ids={},enable=true},{iconid=13,buffname="步迟",ids={},enable=true},{iconid=13,buffname="缠足",ids={},enable=true},{iconid=13,buffname="生太极",ids={},enable=true},{iconid=13,buffname="抱残式",ids={},enable=true},{iconid=13,buffname="少阳指",ids={},enable=true},{iconid=13,buffname="剑主天地",ids={},enable=true},{iconid=13,buffname="惊涛",ids={},enable=true},{iconid=13,buffname="千丝",ids={},enable=true},{iconid=13,buffname="冰封",ids={},enable=true},{iconid=13,buffname="毒蒺藜",ids={},enable=true},{iconid=13,buffname="业海罪缚",ids={},enable=true},{iconid=13,buffname="火舞长空",ids={},enable=true},{iconid=13,buffname="雪中行",ids={},enable=true},{iconid=13,buffname="业力",ids={},enable=true},{iconid=13,buffname="山阵",ids={},enable=true},{iconid=13,buffname="埋骨",ids={},enable=true},{iconid=13,buffname="暴雨梨花针",ids={},enable=true},{iconid=13,buffname="刖足",ids={},enable=true},{iconid=13,buffname="伏夜·缓",ids={},enable=true},{iconid=13,buffname="盾墙",ids={},enable=true},{iconid=13,buffname="卷云",ids={},enable=true},{iconid=13,buffname="难行",ids={},enable=true},{iconid=13,buffname="禁缚",ids={},enable=true},{iconid=13,buffname="轰雷",ids={},enable=true},{iconid=13,buffname="剑·宫",ids={},enable=true},{iconid=13,buffname="风入松",ids={},enable=true},{iconid=13,buffname="伏尘",ids={},enable=true},{iconid=13,buffname="击鼎",ids={},enable=true}}}}
```

◦ 预览

```
{
  cdBarWidth=240,
  target="TARGET",
  enable=true,
  scale=1,
  boxBgUITex="UI/Image/Common/Box.UITex|44",
  cdBarUITex="/Interface/MY/MY!Base/image/STUI.UITex|7",
  draggable=true,
  maxLineCount=16,
  hideVoidBuff=false,
  cdBar=false,
  hideOthers=false,
  anchor={y=152,x=-343,s="TOPLEFT",r="CENTER"},
  caption="减速",
  showBuffName=true,
  monitors={
    common={
      {iconid=13,buffname="太乙",ids={},enable=true},
      {iconid=13,buffname="减速",ids={},enable=true},
      {iconid=13,buffname="穿",ids={},enable=true},
      {iconid=13,buffname="玄一",ids={},enable=true},
      {iconid=13,buffname="步迟",ids={},enable=true},
      {iconid=13,buffname="缠足",ids={},enable=true},
      {iconid=13,buffname="生太极",ids={},enable=true},
      {iconid=13,buffname="抱残式",ids={},enable=true},
      {iconid=13,buffname="少阳指",ids={},enable=true},
      {iconid=13,buffname="剑主天地",ids={},enable=true},
      {iconid=13,buffname="惊涛",ids={},enable=true},
      {iconid=13,buffname="千丝",ids={},enable=true},
      {iconid=13,buffname="冰封",ids={},enable=true},
      {iconid=13,buffname="毒蒺藜",ids={},enable=true},
      {iconid=13,buffname="业海罪缚",ids={},enable=true},
      {iconid=13,buffname="火舞长空",ids={},enable=true},
      {iconid=13,buffname="雪中行",ids={},enable=true},
      {iconid=13,buffname="业力",ids={},enable=true},
      {iconid=13,buffname="山阵",ids={},enable=true},
      {iconid=13,buffname="埋骨",ids={},enable=true},
      {iconid=13,buffname="暴雨梨花针",ids={},enable=true},
      {iconid=13,buffname="刖足",ids={},enable=true},
      {iconid=13,buffname="伏夜·缓",ids={},enable=true},
      {iconid=13,buffname="盾墙",ids={},enable=true},
      {iconid=13,buffname="卷云",ids={},enable=true},
      {iconid=13,buffname="难行",ids={},enable=true},
      {iconid=13,buffname="禁缚",ids={},enable=true},
      {iconid=13,buffname="轰雷",ids={},enable=true},
      {iconid=13,buffname="剑·宫",ids={},enable=true},
      {iconid=13,buffname="风入松",ids={},enable=true},
      {iconid=13,buffname="伏尘",ids={},enable=true},
      {iconid=13,buffname="击鼎",ids={},enable=true}
    }
  }
}
```

• 监控目标其他

◦ 复制内容

```
{cdBarWidth=240,target="TARGET",enable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex|44",cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex|7",draggable={y=152,x=-343,s="TOPLEFT",r="CENTER"},caption="其他",showBuffName=true,monitors={common={{iconid=13,buffname="傍花随柳",ids={},enable=true},{iconid=13,buffname="龙魂",ids={},enable=true},{iconid=13,buffname="徐如林",ids={},enable=true},{iconid=13,buffname="啸如虎",ids={},enable=true},{iconid=13,buffname="声趣",ids={},enable=true},{iconid=13,buffname="倒地",ids={},enable=true},{iconid=13,buffname="无声",ids={},enable=true},{iconid=13,buffname="追命无声",ids={},enable=true},{iconid=13,buffname="圣月佑",ids={},enable=true},{iconid=13,buffname="虚回",ids={},enable=true},{iconid=13,buffname="风过无痕",ids={},enable=true},{iconid=13,buffname="临风",ids={},enable=true},{iconid=13,buffname="行气血",ids={},enable=true},{iconid=13,buffname="泉泣",ids={},enable=true},{iconid=13,buffname="鹰目",ids={},enable=true},{iconid=13,buffname="泉凝月",ids={},enable=true},{iconid=13,buffname="风虎",ids={},enable=true},{iconid=13,buffname="牧云",ids={},enable=true},{iconid=13,buffname="天地根",ids={},enable=true},{iconid=13,buffname="影捷",ids={},enable=true},{iconid=13,buffname="锋针",ids={},enable=true},{iconid=13,buffname="善护",ids={},enable=true},{iconid=13,buffname="繁音急节",ids={},enable=true},{iconid=13,buffname="雾外江山",ids={},enable=true},{iconid=13,buffname="雨集",ids={},enable=true},{iconid=13,buffname="恶狗拦路",ids={},enable=true},{iconid=13,buffname="冲阴阳",ids={},enable=true},{iconid=13,buffname="日月灵魂",ids={},enable=true},{iconid=13,buffname="日月同辉",ids={},enable=true},{iconid=13,buffname="女娲补天",ids={},enable=true},{iconid=13,buffname="罗汉金身",ids={},enable=true},{iconid=13,buffname="渊",ids={},enable=true},{iconid=13,buffname="荆天棘地",ids={},enable=true},{iconid=13,buffname="盾立",ids={},enable=true},{iconid=13,buffname="沃土",ids={},enable=true},{iconid=13,buffname="玉蟾献祭",ids={},enable=true},{iconid=13,buffname="急曲",ids={},enable=true},{iconid=13,buffname="叠刃",ids={},enable=true},{iconid=13,buffname="活祭",ids={},enable=true},{iconid=13,buffname="狂绝",ids={},enable=true},{iconid=13,buffname="盾飞",ids={},enable=true},{iconid=13,buffname="毫针",ids={},enable=true},{iconid=13,buffname="缓深",ids={},enable=true},{iconid=13,buffname="息疗",ids={},enable=true},{iconid=13,buffname="日月齐光",ids={},enable=true},{iconid=13,buffname="清歌",ids={},enable=true},{iconid=13,buffname="映日",ids={},enable=true},{iconid=13,buffname="平穹",ids={},enable=true},{iconid=13,buffname="江逐月天",ids={},enable=true},{iconid=13,buffname="超然物外",ids={},enable=true},{iconid=13,buffname="迴光",ids={},enable=true},{iconid=13,buffname="迴梦",ids={},enable=true},{iconid=13,buffname="放歌",ids={},enable=true},{iconid=13,buffname="扬旌沙场",ids={},enable=true},{iconid=13,buffname="风入松",ids={},enable=true},{iconid=13,buffname="梦未醒",ids={},enable=true},{iconid=13,buffname="嘯吒",ids={},enable=true},{iconid=13,buffname="剑鸣",ids={},enable=true}}}}
```

◦ 预览

```
{
  cdBarWidth=240,
  target="TARGET",
  enable=true,
  scale=1,
  boxBgUITex="UI/Image/Common/Box.UITex|44",
  cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex|7",
  draggable=true,
  maxLineCount=16,
  hideVoidBuff=false,
  cdBar=false,
  hideOthers=false,
  anchor={y=152,x=-343,s="TOPLEFT",r="CENTER"},
  caption="其他",
  showBuffName=true,
  monitors={
    common={
      {iconid=13,buffname="傍花随柳",ids={},enable=true},
      {iconid=13,buffname="龙魂",ids={},enable=true},
      {iconid=13,buffname="徐如林",ids={},enable=true},
      {iconid=13,buffname="啸如虎",ids={},enable=true},
      {iconid=13,buffname="声趣",ids={},enable=true},
      {iconid=13,buffname="倒地",ids={},enable=true},
      {iconid=13,buffname="无声",ids={},enable=true},
      {iconid=13,buffname="追命无声",ids={},enable=true},
      {iconid=13,buffname="圣月佑",ids={},enable=true},
      {iconid=13,buffname="虚回",ids={},enable=true},
      {iconid=13,buffname="风过无痕",ids={},enable=true},
      {iconid=13,buffname="临风",ids={},enable=true},
      {iconid=13,buffname="行气血",ids={},enable=true},
      {iconid=13,buffname="泉泣",ids={},enable=true},
      {iconid=13,buffname="鹰目",ids={},enable=true},
      {iconid=13,buffname="泉凝月",ids={},enable=true},
      {iconid=13,buffname="风虎",ids={},enable=true},
      {iconid=13,buffname="牧云",ids={},enable=true},
      {iconid=13,buffname="天地根",ids={},enable=true},
      {iconid=13,buffname="影捷",ids={},enable=true},
      {iconid=13,buffname="锋针",ids={},enable=true},
      {iconid=13,buffname="善护",ids={},enable=true},
      {iconid=13,buffname="繁音急节",ids={},enable=true},
      {iconid=13,buffname="雾外江山",ids={},enable=true},
      {iconid=13,buffname="雨集",ids={},enable=true},
      {iconid=13,buffname="恶狗拦路",ids={},enable=true},
      {iconid=13,buffname="冲阴阳",ids={},enable=true},
      {iconid=13,buffname="日月灵魂",ids={},enable=true},
      {iconid=13,buffname="日月同辉",ids={},enable=true},
      {iconid=13,buffname="女娲补天",ids={},enable=true},
```

```

        {iconid=13,buffname="罗汉金身",ids={},enable=true},
        {iconid=13,buffname="渊",ids={},enable=true},
        {iconid=13,buffname="荆天棘地",ids={},enable=true},
        {iconid=13,buffname="盾立",ids={},enable=true},
        {iconid=13,buffname="沃土",ids={},enable=true},
        {iconid=13,buffname="玉蟾献祭",ids={},enable=true},
        {iconid=13,buffname="急曲",ids={},enable=true},
        {iconid=13,buffname="叠刃",ids={},enable=true},
        {iconid=13,buffname="活祭",ids={},enable=true},
        {iconid=13,buffname="狂绝",ids={},enable=true},
        {iconid=13,buffname="盾飞",ids={},enable=true},
        {iconid=13,buffname="毫针",ids={},enable=true},
        {iconid=13,buffname="缓深",ids={},enable=true},
        {iconid=13,buffname="息疗",ids={},enable=true},
        {iconid=13,buffname="日月齐光",ids={},enable=true},
        {iconid=13,buffname="清歌",ids={},enable=true},
        {iconid=13,buffname="映日",ids={},enable=true},
        {iconid=13,buffname="平穹",ids={},enable=true},
        {iconid=13,buffname="江逐月天",ids={},enable=true},
        {iconid=13,buffname="超然物外",ids={},enable=true},
        {iconid=13,buffname="迴光",ids={},enable=true},
        {iconid=13,buffname="迴梦",ids={},enable=true},
        {iconid=13,buffname="放歌",ids={},enable=true},
        {iconid=13,buffname="扬旌沙场",ids={},enable=true},
        {iconid=13,buffname="风入松",ids={},enable=true},
        {iconid=13,buffname="梦未醒",ids={},enable=true},
        {iconid=13,buffname="嘯吒",ids={},enable=true},
        {iconid=13,buffname="剑鸣",ids={},enable=true}
    }
}
}

```

- 监控目标封内

- 复制内容

```

=====
{cdBarWidth=240,target="TARGET",enable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex|44",cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex|7",draggable=
{y=152,x=-343,s="TOPLEFT",r="CENTER"},caption="封内",showBuffName=true,monitors={common={{iconid=13,buffname="抢珠式",ids={},enable=true},
{iconid=13,buffname="剑心通明",ids={},enable=true},{iconid=13,buffname="八卦洞玄",ids={},enable=true},{iconid=13,buffname="剑破虚空",ids={},enable=true},
{iconid=13,buffname="梅花针",ids={},enable=true},{iconid=13,buffname="凄切",ids={},enable=true},{iconid=13,buffname="蟾嘯迷心",ids={},enable=true},
{iconid=13,buffname="清音长啸",ids={},enable=true}}}}
=====

```

- 预览

```

{
    cdBarWidth=240,
    target="TARGET",
    enable=true,
    scale=1,
    boxBgUITex="UI/Image/Common/Box.UITex|44",
    cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex|7",
    draggable=true,
    maxLineCount=16,
    hideVoidBuff=false,
    cdBar=false,
    hideOthers=false,
    anchor={y=152,x=-343,s="TOPLEFT",r="CENTER"},
    caption="封内",
    showBuffName=true,
    monitors={
        common={
            {iconid=13,buffname="抢珠式",ids={},enable=true},
            {iconid=13,buffname="剑心通明",ids={},enable=true},
            {iconid=13,buffname="八卦洞玄",ids={},enable=true},
            {iconid=13,buffname="剑破虚空",ids={},enable=true},
            {iconid=13,buffname="梅花针",ids={},enable=true},
            {iconid=13,buffname="凄切",ids={},enable=true},
            {iconid=13,buffname="蟾嘯迷心",ids={},enable=true},
            {iconid=13,buffname="清音长啸",ids={},enable=true}
        }
    }
}

```

• 监控目标橙武

◦ 复制内容

```
{cdBarWidth=240,target="TARGET",enable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex144",cdBarUITex="/Interface/MY/MY!Base/image/STUI.UITex17",draggable={y=152,x=-343,s="TOPLEFT",r="CENTER"},caption="橙武",showBuffName=true,monitors={common={{iconid=13,buffname="苍龙",ids={},enable=true},{iconid=13,buffname="青君",ids={},enable=true},{iconid=13,buffname="千叶长生",ids={},enable=true},{iconid=13,buffname="碎魂",ids={},enable=true},{iconid=13,buffname="焚海",ids={},enable=true},{iconid=13,buffname="火龙沥泉",ids={},enable=true},{iconid=13,buffname="紫龙寂地",ids={},enable=true},{iconid=13,buffname="摧城",ids={},enable=true},{iconid=13,buffname="初尘",ids={},enable=true},{iconid=13,buffname="溯流",ids={},enable=true},{iconid=13,buffname="吞虹",ids={},enable=true},{iconid=13,buffname="碧落",ids={},enable=true},{iconid=13,buffname="断鬼",ids={},enable=true},{iconid=13,buffname="落凤",ids={},enable=true},{iconid=13,buffname="墨颠",ids={},enable=true},{iconid=13,buffname="吞吴",ids={},enable=true},{iconid=13,buffname="蛟影",ids={},enable=true},{iconid=13,buffname="雪名",ids={},enable=true},{iconid=13,buffname="周流星位",ids={},enable=true},{iconid=13,buffname="玉清玄明",ids={},enable=true},{iconid=13,buffname="留情",ids={},enable=true},{iconid=13,buffname="赤霄红莲",ids={},enable=true},{iconid=13,buffname="渊微指玄",ids={},enable=true},{iconid=13,buffname="幽月·乱花",ids={},enable=true},{iconid=13,buffname="赤练蓝翼",ids={},enable=true},{iconid=13,buffname="干将·莫邪",ids={},enable=true},{iconid=13,buffname="寒声·寂影",ids={},enable=true},{iconid=13,buffname="龙木金藤",ids={},enable=true},{iconid=13,buffname="白骨碎云",ids={},enable=true},{iconid=13,buffname="燃木",ids={},enable=true},{iconid=13,buffname="浮心·劫",ids={},enable=true},{iconid=13,buffname="白衣焚天",ids={},enable=true},{iconid=13,buffname="西天",ids={},enable=true},{iconid=13,buffname="莲心观佛",ids={},enable=true},{iconid=13,buffname="莲华·缘",ids={},enable=true},{iconid=13,buffname="织炎断尘",ids={},enable=true},{iconid=13,buffname="碧王",ids={},enable=true},{iconid=13,buffname="太阿",ids={},enable=true},{iconid=13,buffname="弱水",ids={},enable=true},{iconid=13,buffname="浴凰",ids={},enable=true},{iconid=13,buffname="青冥",ids={},enable=true},{iconid=13,buffname="太上忘情",ids={},enable=true},{iconid=13,buffname="绛玉拨云",ids={},enable=true},{iconid=13,buffname="地渊沉星",ids={},enable=true},{iconid=13,buffname="鸾翔天",ids={},enable=true},{iconid=13,buffname="凤尾天机",ids={},enable=true},{iconid=13,buffname="碎屏沉星",ids={},enable=true},{iconid=13,buffname="孔雀羽",ids={},enable=true},{iconid=13,buffname="含沙射影",ids={},enable=true},{iconid=13,buffname="摧山弩",ids={},enable=true},{iconid=13,buffname="造化异轨",ids={},enable=true},{iconid=13,buffname="火魂",ids={},enable=true},{iconid=13,buffname="悲魔饥火",ids={},enable=true},{iconid=13,buffname="明王镇狱",ids={},enable=true},{iconid=13,buffname="残月惊天",ids={},enable=true},{iconid=13,buffname="龙梅",ids={},enable=true},{iconid=13,buffname="浮沉照影",ids={},enable=true},{iconid=13,buffname="焚三世",ids={},enable=true},{iconid=13,buffname="执手",ids={},enable=true},{iconid=13,buffname="壶中乾坤",ids={},enable=true},{iconid=13,buffname="霜月明",ids={},enable=true},{iconid=13,buffname="炙狄邪龙",ids={},enable=true},{iconid=13,buffname="涯风嘲雨",ids={},enable=true},{iconid=13,buffname="血云",ids={},enable=true},{iconid=13,buffname="太初社稷",ids={},enable=true},{iconid=13,buffname="征天",ids={},enable=true},{iconid=13,buffname="题龙旂",ids={},enable=true},{iconid=13,buffname="千仞",ids={},enable=true},{iconid=13,buffname="旧嗜",ids={},enable=true},{iconid=13,buffname="朱轩怀雀",ids={},enable=true},{iconid=13,buffname="修罗鬼面",ids={},enable=true},{iconid=13,buffname="青玉流",ids={},enable=true},{iconid=13,buffname="洞仙引",ids={},enable=true},{iconid=13,buffname="盈缺",ids={},enable=true},{iconid=13,buffname="文姬泪",ids={},enable=true},{iconid=13,buffname="雨岩金莲",ids={},enable=true},{iconid=13,buffname="雪怒",ids={},enable=true},{iconid=13,buffname="血悲",ids={},enable=true},{iconid=13,buffname="新亭侯",ids={},enable=true}}}}}
```

◦ 预览

```
{
    cdBarWidth=240,
    target="TARGET",
    enable=true,
    scale=1,
    boxBgUITex="UI/Image/Common/Box.UITex144",
    cdBarUITex="/Interface/MY/MY!Base/image/STUI.UITex17",
    draggable=true,
    maxLineCount=16,
    hideVoidBuff=false,
    cdBar=false,
    hideOthers=false,
    anchor={y=152,x=-343,s="TOPLEFT",r="CENTER"},
    caption="橙武",
    showBuffName=true,
    monitors={
        common={
            {iconid=13,buffname="苍龙",ids={},enable=true},
            {iconid=13,buffname="青君",ids={},enable=true},
            {iconid=13,buffname="千叶长生",ids={},enable=true},
            {iconid=13,buffname="碎魂",ids={},enable=true},
            {iconid=13,buffname="焚海",ids={},enable=true},
            {iconid=13,buffname="火龙沥泉",ids={},enable=true},
            {iconid=13,buffname="紫龙寂地",ids={},enable=true},
            {iconid=13,buffname="摧城",ids={},enable=true},
            {iconid=13,buffname="初尘",ids={},enable=true},
            {iconid=13,buffname="溯流",ids={},enable=true},
            {iconid=13,buffname="吞虹",ids={},enable=true},
            {iconid=13,buffname="碧落",ids={},enable=true},
            {iconid=13,buffname="断鬼",ids={},enable=true},
            {iconid=13,buffname="落凤",ids={},enable=true},
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            {iconid=13,buffname="玉清玄明",ids={},enable=true},
            {iconid=13,buffname="留情",ids={},enable=true},
        }
    }
}
```

```

{iconid=13,buffname="赤霄红莲",ids={},enable=true},
{iconid=13,buffname="渊微指玄",ids={},enable=true},
{iconid=13,buffname="幽月·乱花",ids={},enable=true},
{iconid=13,buffname="赤练蓝翼",ids={},enable=true},
{iconid=13,buffname="干将·莫邪",ids={},enable=true},
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{iconid=13,buffname="白骨碎云",ids={},enable=true},
{iconid=13,buffname="燃木",ids={},enable=true},
{iconid=13,buffname="浮心·劫",ids={},enable=true},
{iconid=13,buffname="白衣焚天",ids={},enable=true},
{iconid=13,buffname="西天",ids={},enable=true},
{iconid=13,buffname="莲心观佛",ids={},enable=true},
{iconid=13,buffname="莲华·缘",ids={},enable=true},
{iconid=13,buffname="织炎断尘",ids={},enable=true},
{iconid=13,buffname="碧王",ids={},enable=true},
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{iconid=13,buffname="青冥",ids={},enable=true},
{iconid=13,buffname="太上忘情",ids={},enable=true},
{iconid=13,buffname="绛玉拨云",ids={},enable=true},
{iconid=13,buffname="地渊沉星",ids={},enable=true},
{iconid=13,buffname="鸾翔天",ids={},enable=true},
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{iconid=13,buffname="残月惊天",ids={},enable=true},
{iconid=13,buffname="龙悔",ids={},enable=true},
{iconid=13,buffname="浮沉照影",ids={},enable=true},
{iconid=13,buffname="焚三世",ids={},enable=true},
{iconid=13,buffname="执手",ids={},enable=true},
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{iconid=13,buffname="炙狱邪龙",ids={},enable=true},
{iconid=13,buffname="涯风嘲雨",ids={},enable=true},
{iconid=13,buffname="血云",ids={},enable=true},
{iconid=13,buffname="太初社稷",ids={},enable=true},
{iconid=13,buffname="征天",ids={},enable=true},
{iconid=13,buffname="题龙旂",ids={},enable=true},
{iconid=13,buffname="千仞",ids={},enable=true},
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{iconid=13,buffname="朱轩怀雀",ids={},enable=true},
{iconid=13,buffname="修罗鬼面",ids={},enable=true},
{iconid=13,buffname="青玉流",ids={},enable=true},
{iconid=13,buffname="洞仙引",ids={},enable=true},
{iconid=13,buffname="盈缺",ids={},enable=true},
{iconid=13,buffname="文姬泪",ids={},enable=true},
{iconid=13,buffname="雨岩金莲",ids={},enable=true},
{iconid=13,buffname="雪怒",ids={},enable=true},
{iconid=13,buffname="血悲",ids={},enable=true},
{iconid=13,buffname="新亭侯",ids={},enable=true}
}
}
}

```

## • 监控目标封轻功

### • 复制内容

```

{cdBarWidth=240,target="TARGET",enable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITexI44",cdBarUITex="/Interface/MY/MY/Base/image/STUI.UITexI7",draggable=
{y=152,x=-343,s="TOPLEFT",r="CENTER"},caption="封轻功",showBuffName=true,monitors={common={{(iconid=13,buffname="吞日月",ids={},enable=true),
(iconid=13,buffname="千丝迷心",ids={},enable=true),(iconid=13,buffname="迷幻",ids={},enable=true),(iconid=13,buffname="身乏",ids={},enable=true),
(iconid=13,buffname="滞影",ids={},enable=true),(iconid=13,buffname="玳弦",ids={},enable=true),(iconid=13,buffname="云景",ids={},enable=true),(iconid=13,buffname="恶
狗拦路",ids={},enable=true),(iconid=13,buffname="幻相",ids={},enable=true),(iconid=13,buffname="半步颠",ids={},enable=true),(iconid=13,buffname="步残",ids=
 {},enable=true),(iconid=13,buffname="重围",ids={},enable=true),(iconid=13,buffname="行泽",ids={},enable=true)}}}}

```

### • 预览

```
{
cdBarWidth=240,
target="TARGET",
enable=true,
scale=1,
boxBgUITex="UI/Image/Common/Box.UITex|44",
cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex|7",
draggable=true,
maxLineCount=16,
hideVoidBuff=false,
cdBar=false,
hideOthers=false,
anchor={y=152,x=-343,s="TOPLEFT",r="CENTER"},
caption="封轻功",
showBuffName=true,
monitors={
common={
    {iconid=13,buffname="吞日月",ids={},enable=true},
    {iconid=13,buffname="千丝迷心",ids={},enable=true},
    {iconid=13,buffname="迷幻",ids={},enable=true},
    {iconid=13,buffname="身乏",ids={},enable=true},
    {iconid=13,buffname="滞影",ids={},enable=true},
    {iconid=13,buffname="玳弦",ids={},enable=true},
    {iconid=13,buffname="云景",ids={},enable=true},
    {iconid=13,buffname="恶狗拦路",ids={},enable=true},
    {iconid=13,buffname="幻相",ids={},enable=true},
    {iconid=13,buffname="半步颠",ids={},enable=true},
    {iconid=13,buffname="步残",ids={},enable=true},
    {iconid=13,buffname="重围",ids={},enable=true},
    {iconid=13,buffname="行泽",ids={},enable=true}
}
}
}
```