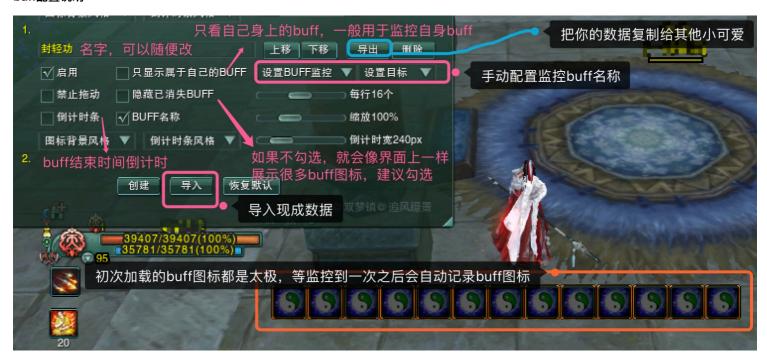
## 茗依插件buff数据(自存)

整理By 双一纵月好看又彩笔的军娘-妄想言绫

## 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,boxBgUlTex="Ul/Image/Common/Box.UITexl44",cdBarUlTex="./Interface/MY/MY!Base/image/STUI.UITexl7",0 要自身buff",hideVoidBuff=true,cdBar=false,hideOthers=true,anchor=

 ${y=261.54742431641,x=23.090599060059,s="LEFTCENTER",r="LEFTCENTER"},target="CLIENT_PLAYER",enable=true,monitors={[10026]={(iconid=13,buffname="疾如风",ids={},enable=true},{(iconid=13,buffname="守如山",ids={},enable=true},{(iconid=13,buffname="啸如虎",ids={},enable=true})}}$ 

```
{
   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",
   dragable=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={
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            {iconid=13,buffname="守如山",ids={},enable=true},
            {iconid=13,buffname="啸如虎",ids={},enable=true}
        }
   }
3
```

- 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动不动死机的,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",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!44",cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex!7",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!44",cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex!7",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!44",cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex!7",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!44",cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex!7",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!44",cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex!7",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!44",cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex!7",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!4",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!4",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!4",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!4",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!4",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!4",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!4",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!4",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!4",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!4",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!4",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!4",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!4",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!4",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!4",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!4",dragable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex!4",dragable=true,scale=1,boxBgUITex="UI/Image/Common/BoxBgUITex",dragable=true,scale=1,boxBgUITex="UI/Image/Common/
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## • 监控目标无敌

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#### • 监控目标沉默

。 复制内容

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- 监控目标免控
  - 。 复制内容

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   {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},
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    {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},
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    {iconid=13,buffname="烟雨行",ids={},enable=true},
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    {iconid=13,buffname="酒中仙",ids={},enable=true},
    {iconid=13,buffname="流火飞星",ids={},enable=true},
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    {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},
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   {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}
}
}
}
```

#### 。 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",dragable={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="繁音急节",ids={},enable=true}},{iconid=13,buffname="繁音急节",ids={},enable=true}},{iconid=13,buffname="繁音急节",ids={},enable=true}},{iconid=13,buffname="下,ids={},enable=true}},{iconid=13,buffname="下,ids={},enable=true}},{iconid=13,buffname="下,ids={},enable=true}},{iconid=13,buffname="下,ids={},enable=true}},{iconid=13,buffname="下,ids={},enable=true}},{iconid=13,buffname="下,ids={},enable=true}},{iconid=13,buffname="下,ids={},enable=true}},{iconid=13,buffname="下,ids={},enable=true}},{iconid=13,buffname="下,ids={},enable=true}},{iconid=13,buffname="下,ids={},enable=true}},{iconid=13,buffname="下,ids={},enable=true}},{iconid=13,buffname="下,ids={},enable=true}},{iconid=13,buffname="下,ids={},enable=true}},{iconid=13,buffname="下 ids={},enable=true}},{iconid=13,buffname="下 ids={},enable=true}},{iconid=13,buffname="T ids

#### 。预览

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{
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target="TARGET",
enable=true,
boxBgUITex="UI/Image/Common/Box.UITex | 44",
cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex | 7",
dragable=true,
maxLineCount=16
hideVoidBuff=false,
cdBar=false,
hideOthers=false.
anchor=\{y=152, x=-343, s="TOPLEFT", r="CENTER"\},
caption="眩晕",
showBuffName=true
common={
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    {iconid=13,buffname="致盲",ids={},enable=true},
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   {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},
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    {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}
}
}
}
```

## ● 监控目标锁足

。 复制内容

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。 预览

```
{
cdBarWidth=240,
target="TARGET",
enable=true.
scale=1.
boxBqUITex="UI/Image/Common/Box.UITex | 44",
cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex|7",
dragable=true,
maxLineCount=16,
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cdBar=false,
hideOthers=false,
anchor={y=152,x=-343,s="TOPLEFT",r="CENTER"},
caption="锁足",
showBuffName=true,
monitors={
common={
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    {iconid=13,buffname="止水",ids={},enable=true},
    {iconid=13,buffname="锁足",ids={},enable=true},
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    {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="\Delta",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

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```
cdBarWidth=240,
target="TARGET",
enable=true,
scale=1.
boxBgUITex="UI/Image/Common/Box.UITex | 44",
cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex|7",
dragable=true,
maxLineCount=16,
hideVoidBuff=false.
cdBar=false,
hideOthers=false,
anchor={y=152,x=-343,s="TOPLEFT",r="CENTER"},
caption="定身",
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monitors={
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    {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},
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   {iconid=13,buffname="完骨",ids={},enable=true},
   {iconid=13,buffname="破势",ids={},enable=true},
    {iconid=13,buffname="同归",ids={},enable=true},
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    {iconid=13,buffname="绛唇珠袖",ids={},enable=true},
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   {iconid=13,buffname="金针",ids={},enable=true},
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   {iconid=13,buffname="迷影",ids={},enable=true},
    {iconid=13,buffname="幻蛊",ids={},enable=true},
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}
}
}
```

## • 监控目标爆发

。 复制内容

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enable=true,
scale=1.
boxBgUITex="UI/Image/Common/Box.UITex | 44",
cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex|7",
dragable=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={
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    {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},
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    {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

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target="TARGET",
enable=true,
scale=1.
boxBgUITex="UI/Image/Common/Box.UITex | 44",
cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex|7",
dragable=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={
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    {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

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target="TARGET",
enable=true,
scale=1.
boxBgUITex="UI/Image/Common/Box.UITex | 44",
cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex|7",
dragable=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={
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    {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="Ul/Image/Common/Box.UITexI44",cdBarUITex="./Interface/MY/MY!Base/image/S7UI.UITexI7",dragable={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="ponid=13,buffname="ponid=13,buffname="ponid=13,buffname="https://ids={},enable=true},},{iconid=13,bu

```
cdBarWidth=240.
target="TARGET",
enable=true.
boxBgUITex="UI/Image/Common/Box.UITex | 44",
cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex | 7",
dragable=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="蝎蛰",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

。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",
dragable=true,
maxLineCount=16,
hideVoidBuff=false,
cdBar=false
hideOthers=false,
anchor={y=152,x=-343,s="TOPLEFT",r="CENTER"},
caption="减速",
showBuffName=true,
monitors={
    {iconid=13,buffname="太乙",ids={},enable=true},
    {iconid=13,buffname="减速",ids={},enable=true},
    {iconid=13,buffname="穿",ids={},enable=true},
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   {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},
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    {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},
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    {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}
}
}
}
```

{cdBarWidth=240,target="TARGET",enable=true,scale=1,boxBgUITex="UI/Image/Common/Box.UITex14",cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex17",dragable= {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="成魂",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="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="成过无痕",ids= {},enable=true},{iconid=13,buffname="临风",ids={},enable=true},{iconid=13,buffname="宗泣",ids={},enable=true}, {iconid=13,buffname="鹰目",ids={},enable=true},ficonid=13,buffname="泉凝月",ids={},enable=true},ficonid=13,buffname="风虎",ids={},enable=true},ficonid=13,buffname="风虎",ids={},enable=true},ficonid=13,buffname="风虎",ids={},enable=true},ficonid=13,buffname="风虎",ids={},enable=true},ficonid=13,buffname="风虎",ids={},enable=true},ficonid=13,buffname="风虎",ids={},enable=true},ficonid=13,buffname="风虎",ids={},enable=true},ficonid=13,buffname="风虎",ids={},enable=true},ficonid=13,buffname="风虎",ids={},enable=true},ficonid=13,buffname="风虎",ids={},enable=true},ficonid=13,buffname="风虎",ids={},enable=true},ficonid=13,buffname="风虎",ids={},enable=true},ficonid=13,buffname="风虎",ids={},enable=true},ficonid=13,buffname="风虎",ids={},enable=true},ficonid=13,buffname="风虎",ids={},enable=true},ficonid=13,buffname="风虎",ids={},enable=true},ficonid=13,buffname="风虎",ids={},enable=true},ficonid=13,buffname="风虎",ids={},enable=true},ficonid=13,buffname="Like(true),ficonid=13,buffname="Lik {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="警护",ids={},enable=true},{iconid=13.buffname="繁音急节",ids={},enable=true},{iconid=13.buffname="繁音急节",ids={},enable=true},{iconid=13.buffname="繁音急节",ids={},enable=true},{iconid=13.buffname="繁音急节",ids={},enable=true},{iconid=13.buffname="繁音急节",ids={},enable=true},{iconid=13.buffname="繁音急节",ids={},enable=true},{iconid=13.buffname="繁音急节",ids={},enable=true},{iconid=13.buffname="繁音急节",ids={},enable=true},{iconid=13.buffname="繁音急节",ids={},enable=true},{iconid=13.buffname="繁音急节",ids={},enable=true},{iconid=13.buffname="繁音急节",ids={},enable=true},{iconid=13.buffname="繁音力",ids={},enable=true},{iconid=13.buffname="繁音力",ids={},enable=true},{iconid=13.buffname="\$\$},enable=true},{iconid=13.buffname="\$\$},enable=true},{iconid=13.buffname="\$\$},enable=true},{iconid=13.buffname="\$},enable=true},{iconid=13. {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="活立",ids={},enable=true},{iconid=13,buffname="沃土",ids={},enable=true}, {iconid=13,buffname="玉蟾献祭",ids={},enable=true},{iconid=13,buffname="魯曲",ids={},enable=true},{iconid=13,buffname="魯一",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="盾飞",ids={},enable=true},{iconid=13,buffname="盾飞",ids={},enable=true},{iconid=13,buffname="盾飞",ids={},enable=true},{iconid=13,buffname="盾飞",ids={},enable=true},{iconid=13,buffname="盾飞",ids={},enable=true},{iconid=13,buffname="盾飞",ids={},enable=true},{iconid=13,buffname="盾飞",ids={},enable=true},{iconid=13,buffname="盾飞",ids={},enable=true},{iconid=13,buffname="盾飞",ids={},enable=true},{iconid=13,buffname="盾",ids={},enable=true},{iconid=13,buffname="盾",ids={},enable=true},{iconid=13,buffname="盾",ids={},enable=true},{iconid=13,buffname="盾",ids={},enable=true},{ids=id=13,buffname="盾",ids={},enable=true},{ids=id=13,buffname="盾",ids={},enable=true},{ids=id=13,buffname="盾",ids={},enable=true},{ids=id=13,buffname="盾",ids={},enable=true},{ids=id=13,buffname},{ids=id=13,buffname=true},{ids=id=13,buf 针",ids={},enable=true},{iconid=13,buffname="缓深",ids={},enable=true},{iconid=13,buffname="日月齐光",ids={},enable=true},{iconid=13,buffname="日月齐光",ids={},enable=true},{iconid=13,buffname="日月齐光",ids={},enable=true},{iconid=13,buffname="日月齐光",ids={},enable=true},{iconid=13,buffname="日月齐光",ids={},enable=true},{iconid=13,buffname="日月齐光",ids={},enable=true},{iconid=13,buffname="日月齐光",ids={},enable=true},{iconid=13,buffname="日月齐光",ids={},enable=true},{iconid=13,buffname="日月齐光",ids={},enable=true},{iconid=13,buffname="日月齐光",ids={},enable=true},{iconid=13,buffname="日月齐光",ids={},enable=true},{iconid=13,buffname="日月齐光",ids={},enable=true},{iconid=13,buffname="日月齐光",ids={},enable=true},{iconid=13,buffname="日月齐光",ids={},enable=true},{iconid=13,buffname="日月齐光",ids={},enable=true},{iconid=13,buffname="日月齐光",ids={},enable=true},{iconid=13,buffname="日月齐光",ids={},enable=true},{iconid=13,buffname="日月齐光",ids={},enable=true},{iconid=13,buffname="日月齐光",ids={},enable=true},{iconid=13,buffname="1,denable=true},{iconid=13,buffname=true},{iconid {},enable=true},{iconid=13,buffname="清歌",ids={},enable=true},{iconid=13,buffname="平笃",ids={},enable=true},{iconid=13,buffname="平笃",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="迎光",ids={},enable=true}, {iconid=13,buffname="迴梦",ids={},enable=true},{iconid=13,buffname="放歌",ids={},enable=true},ficonid=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="啸吒",ids={},enable=true}, {iconid=13,buffname="剑鸣",ids={},enable=true}}}

```
cdBarWidth=240,
target="TARGET",
enable=true
scale=1,
boxBgUITex="UI/Image/Common/Box.UITex | 44",
cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex | 7",
dragable=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="枭泣",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},
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    {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},
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{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},
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   {iconid=13,buffname="平笃",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="啸吒",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,
boxBgUITex="UI/Image/Common/Box.UITex|44",
cdBarUITex="./Interface/MY/MY!Base/image/STUI.UITex | 7",
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="蟾啸迷心",ids={},enable=true},
    {iconid=13,buffname="清音长啸",ids={},enable=true}
}
}
```

#### • 监控目标橙武

#### 。复制内容

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## • 监控目标封轻功

。 复制内容

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