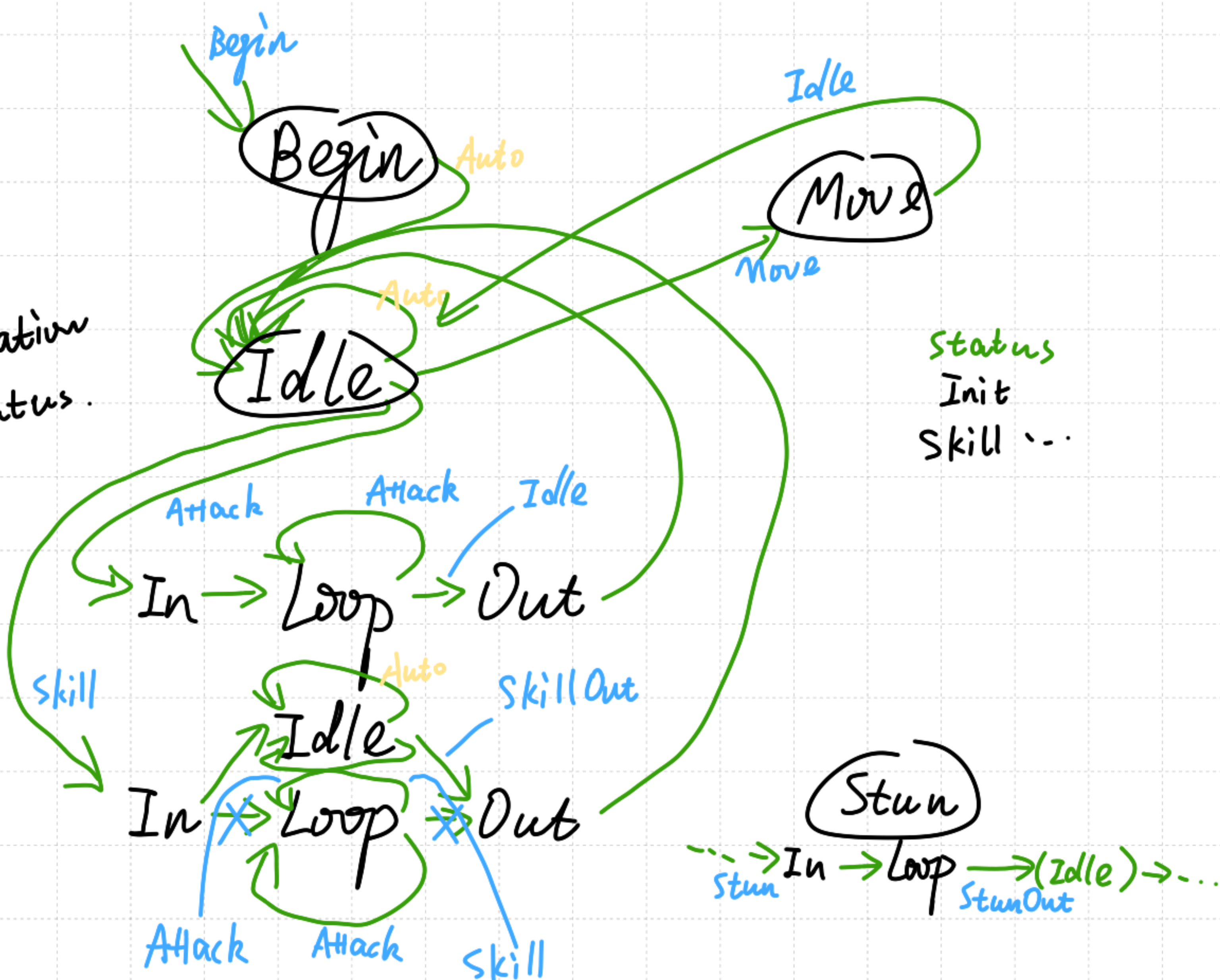


动画

拆解为
Trigger Animation
和 Change Status.

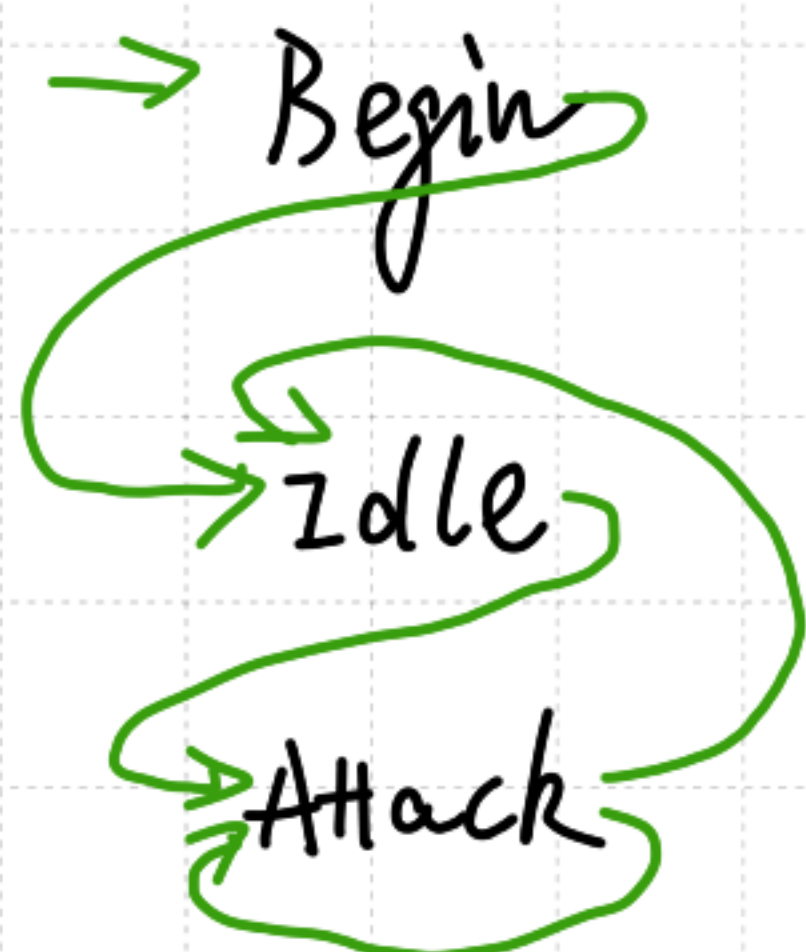
Attack

Skill



Default Idle Stun(In/Loop/Out) Skill
Begin Attack(In, Loop, Out) Die 替换

能行动.



→ Stun

→ Die

开技能就是
替换掉武器(或者加buff
比如 Buff)

触发动画
然后重回 Begin.


```
switch ( type ) {
```

```
case Begin:
```

```
    set (Begin, false);
```

```
    break;
```

```
case Idle:
```

```
    if (lastSt == Attack && AttackOut)
```

```
        set (AttackOut, false);
```

```
        add (Idle, true);
```

```
    else if (lastSt == Stun && StunOut)
```

```
        set ———
```

```
        add ———.
```

```
    else
```

```
        set (Idle, true);
```

```
    break;
```

```
case Attack:
```

```
    if (lastSt != Attack && AttackIn)
```

```
        set (AttackIn, false);
```

```
        add (AttackLoop, false);
```

```
    else if (AttackLoop)
```

```
        set (AttackLoop, false);
```

```
    break;
```

```
case Stun:
```

```
    if (stunIn && StunLoop)
```

```
        set ———
```

```
        add ———
```

```
    else if (stunLoop)
```

```
        set (StunLoop, true);
```

```
    else if (stunIn)
```

```
        set (stunIn, false);
```

```
    else set (Die, false);
```

```
    break;
```

```
case Die:
```

```

        set(Die, false);
        break;
    default:
        set(Default, false);
        break;
}
lastSt = type;

```

(必须保证不为 0:

加载时: 若为 0 则加载失败

Default

运算时: 若为 0 则以 Default 替代

Begin, Idle, Die.

可为 0:

为 0 则忽略的:

AttackOut, StunOut,

AttackIn, StunIn, StunLoop.