void SpriteHero::skillst()  
{  
  
cooldowning\_compare = 1;  
if (!state\_estimation(1, 0, 1))  
return;  
if (!Mana\_cost(1))  
{  
return;  
}  
cooldowning1 = 1;  
spell\_judge = 1;  
this->self\_strengthen(10, 15, "RMP", 30, "ATKM");  
animate = Animate::create(AnimationCache::getInstance()->getAnimation("snow\_st"));  
if (stop\_judge == 0)  
{  
actionManager->removeAllActionsFromTarget(this);  
if (move\_judge == 1)//rbrflblf  
{  
animate\_one = Animate::create(AnimationCache::getInstance()->getAnimation("snow\_rb"));  
}  
else if (move\_judge == 2)  
{  
animate\_one = Animate::create(AnimationCache::getInstance()->getAnimation("snow\_rf"));  
}  
else if (move\_judge == 3)  
{  
animate\_one = Animate::create(AnimationCache::getInstance()->getAnimation("snow\_lb"));  
}  
else if (move\_judge == 4)  
{  
animate\_one = Animate::create(AnimationCache::getInstance()->getAnimation("snow\_lf"));  
}  
this->runAction(Sequence::create(Repeat::create(animate,1), Repeat::create(animate\_one,1000),nullptr));  
}  
else  
this->runAction(Repeat::create(animate, 1));  
//m\_hero->runAction(Repeat::create(animate, 1));  
//m\_hero->scheduleOnce(schedule\_selector(SpriteHero::judge\_action), Repeat::create(animate, 1)->getDuration());  
// m\_hero->runAction(Repeat::create(animate, 1));  
}