



팬덤시티 개발  
인게임 적용 화면

# 신화녀 슬레이어즈



시론 – 능력 탑입

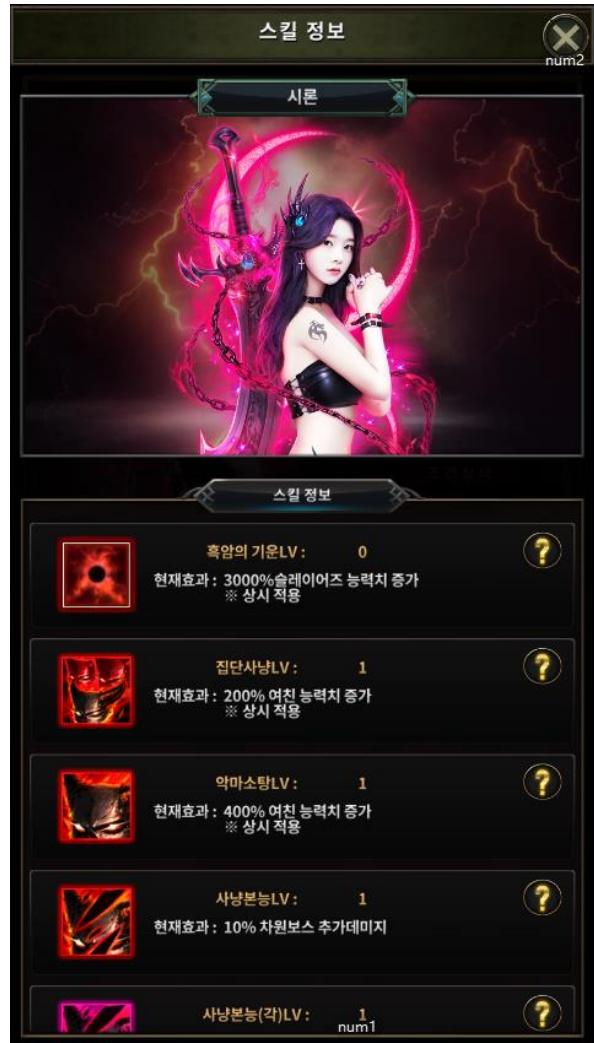


시론 – 센스 탑입



시론 – 간지 탑입

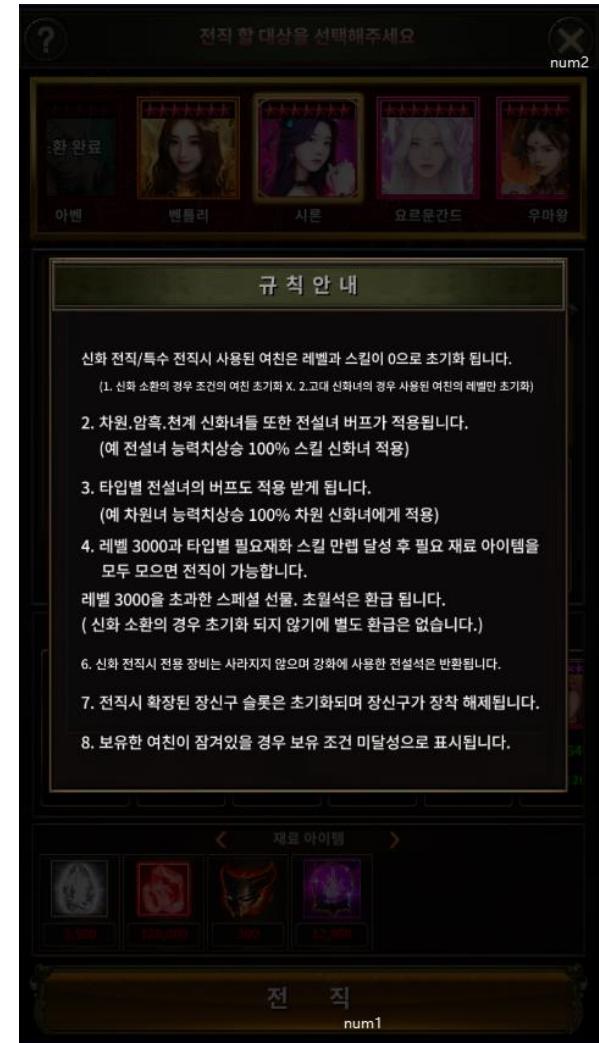
# ■ 신화녀 슬레이어즈



시론 – 신규 스킬



시론 – 보너스



시론 – 규칙

## ■ 신화녀 슬레이어즈 – sample code

```
public void OpenGirlMyth(int _iGroup = 1, UI_STATE uistate = UI_STATE.none)
{
    if (MythGirlTileObj)
        Destroy(MythGirlTileObj);

    if (MythGirlObj)
        Destroy(MythGirlObj);

    MythGirlObj = GetPrefabs("SummonMyth/SummonMythGirl");

    if (3 == _iGroup)
    {
        MythGirlObj.transform.Find("SelectText").GetComponent<UILabel>().textKey = "";
        MythGirlObj.transform.Find("BtnSummon/Label").GetComponent<UILabel>().textKey = "";
        MythGirlObj.transform.Find("SelectText").GetComponent<UILabel>().text = TextManager.Instance.GetString("UI_SummonMythGirl1_SelectText");
        MythGirlObj.transform.Find("BtnSummon/Label").GetComponent<UILabel>().text = TextManager.Instance.GetString("UI_SummonMythGirl_BtnSummon1");
        MythGirlObj.transform.Find("Question").gameObject.SetActive(true);
        MythGirlObj.transform.Find("Tip").gameObject.SetActive(false);
    }
    else
    {
        MythGirlObj.transform.Find("SelectText").GetComponent<UILabel>().text = TextManager.Instance.GetString("UI_SummonMythGirl_SelectText");
        MythGirlObj.transform.Find("BtnSummon/Label").GetComponent<UILabel>().text = TextManager.Instance.GetString("UI_SummonMythGirl_BtnSummon");
        MythGirlObj.transform.Find("Question").gameObject.SetActive(true);
        MythGirlObj.transform.Find("Tip").gameObject.SetActive(true);
    }
    if (uistate == UI_STATE.none)
        AddOnClickEvent(MythGirlObj.transform.Find("Close").GetComponent<UIButton>(), "ChoiceOpenGirlMyth");
}
```

# ■ 장신구 세트 효과



린의 반지 기본 정보



린의 반지 3개 장착 시



린의 반지 5개 장착 시

# 장신구 세트 효과



잔느의 반지 기본 정보

잔느의 반지 3개 장착 시



잔느의 반지 5개 장착 시

## 장신구 세트 효과



카라의 반지 기본 정보

카라의 반지 3개 장착 시



카라의 반지 5개 장착 시

## 장신구 세트 효과 – sample code

```
private void OpenAccessoryEquipPopup(int iSelectIndex, bool bEquip = false, int iGirlIndex = 0)
{
    if (dailypackageitempopupobj)
        Destroy(dailypackageitempopupobj);

    if (iSelectIndex == 0)
        return;

    dailypackageitempopupobj = GetPrefabs("Accessory/AccessoryEquipPopup");
    UpdateTutorialEffect();

    dailypackageitempopupobj.transform.Find("Container/Label").GetComponent<UILabel>().text =
        TextManager.Instance.GetString("PB_TEXT_ACCESSORY_EQUIP_TITLE");

    string[] Accessoryvalues = GameManager.instance.GetPlayerinfo().inventory_Accessory[iSelectIndex];
    string AccessoryID = Accessoryvalues[(int)playerinfo.ST_Inventory_Accessory.id];
    string AccessoryEnchant = Accessoryvalues[(int)playerinfo.ST_Inventory_Accessory.enchant];

    int Accessory = int.Parse(AccessoryID);

    string type = GameDataManager.AccessoryTemplate[Accessory, (int)GameDataManager.AccessoryTemplate_.type];
    string name = GameDataManager.getAccessoryData(Accessory, (int)GameDataManager.AccessoryTemplate_.name);
    string icon = GameDataManager.AccessoryTemplate[Accessory, (int)GameDataManager.AccessoryTemplate_.icon];
    string desc = "";
    string passivedesc = "";
    string resultPassiveValue = "";

    List<KeyValuePair<int, int>> skilldata = new List<KeyValuePair<int, int>>();

    int maxStatusSKillCount = 3;
    for (int nLoop = 0; nLoop < maxStatusSKillCount; ++nLoop)
    {
        string strAddStatusIndex = GameDataManager.AccessoryTemplate[int.Parse(AccessoryID),
            (int)GameDataManager.AccessoryTemplate_.statusskill1 + nLoop];
        if (!string.IsNullOrEmpty(strAddStatusIndex))
        {
            if (int.Parse(strAddStatusIndex) > 0)
            {
                KeyValuePair<int, int> skill = new KeyValuePair<int, int>(int.Parse(strAddStatusIndex), int.Parse(AccessoryEnchant));
                skilldata.Add(skill);
            }
        }
    }
}
```

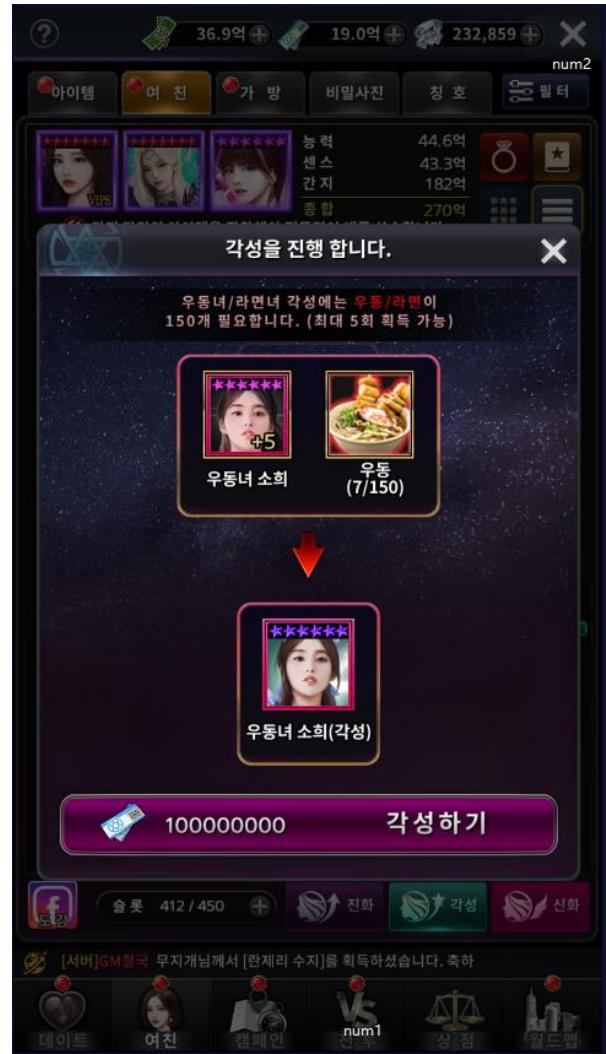
# ■ 각성 우동녀, 라면녀, 인스타녀 개발



일반 우동녀



우동녀 각성



우동녀 각성



각성 우동녀

## ■ 각성 우동녀, 라면녀, 인스타녀 개발



일반 라면녀



라면녀 각성



라면녀 각성



각성 라면녀

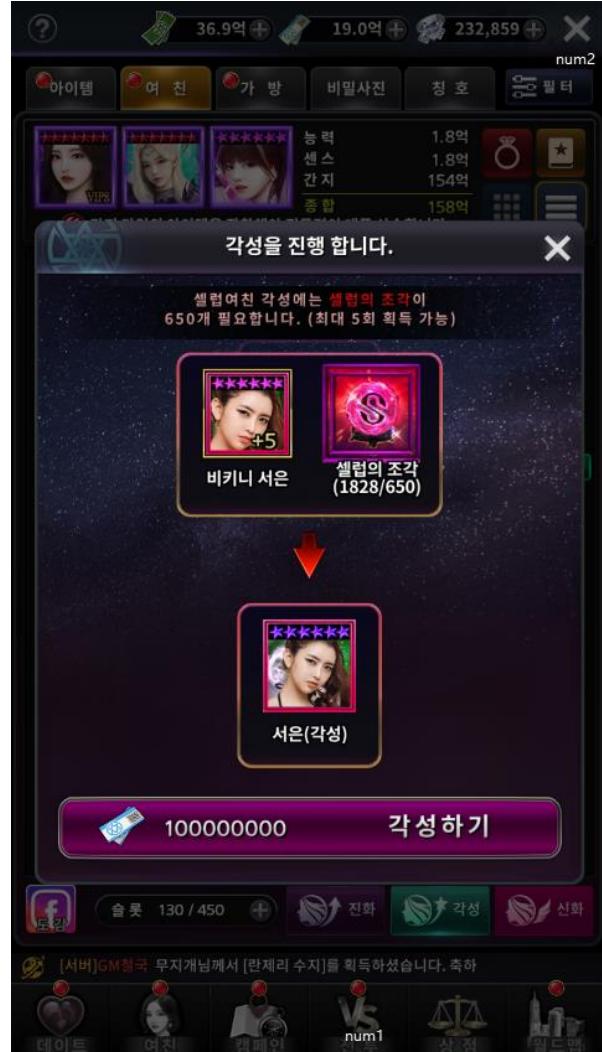
## ■ 각성 우동녀, 라면녀, 인스타녀 개발



일반 인스타녀



인스타녀 각성



인스타녀 각성



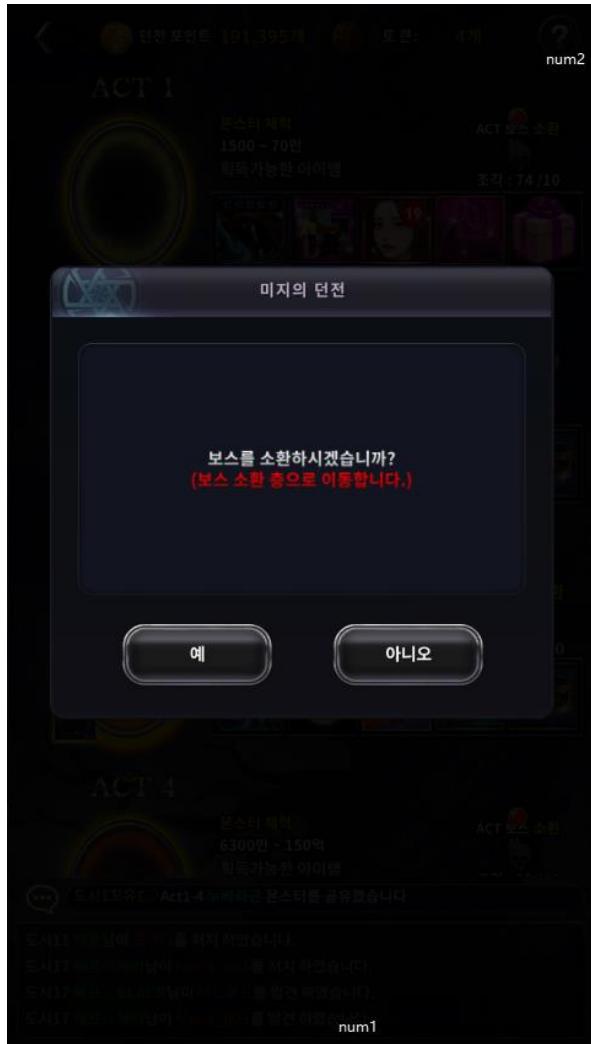
각성 인스타녀

## ■ 각성 우동녀, 라면녀, 인스타녀 개발 – sample code

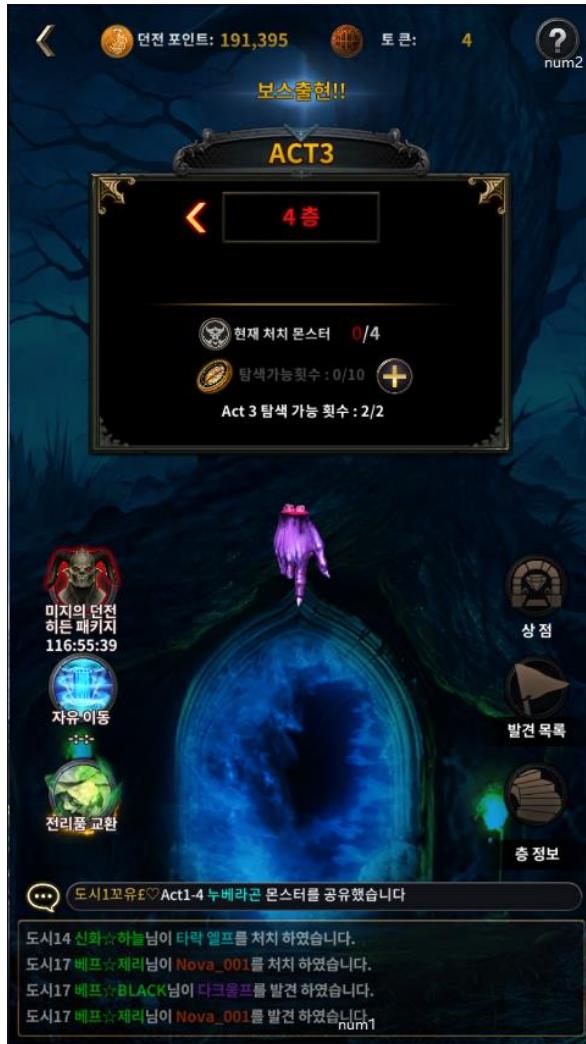
```
public void evolutionAndReturnPopup(int ID_girl, int uniqIndex, List<KeyValuePair<int, int>> skillData, int level)
{
    evolutionReturnflag = -1;
    if (evolutionAndReturnPopupObj != null)
        Destroy(evolutionAndReturnPopupObj);

    string evolutionID = GameDataManager.somegirlTemplate[ID_girl, (int)GameDataManager.somegirlTemplate_.instarEvolutionID];
    int int_evolutionID = 0;
    if (!string.IsNullOrEmpty(evolutionID))
        int_evolutionID = int.Parse(evolutionID);
    else
    {
        var gridvalues = GameManager.instance.GetPlayerinfo().inventory_memory[ID_girl];
        int dirtyfightselect = gridvalues.dirtyfightselect;
        int totaldirtyfightselect = gridvalues.totaldirtyfightselect;
        if (dirtyfightselect == 1)
        {
            MessageBox(false, "", TextManager.Instance.GetString("PB_TEXT_EVOLUTIONGIRL_TITLE"),
                TextManager.Instance.GetString("SVR_TEXT_0101"));
            return;
        }
        if (totaldirtyfightselect == 1)
        {
            MessageBox(false, "", TextManager.Instance.GetString("PB_TEXT_EVOLUTIONGIRL_TITLE"),
                TextManager.Instance.GetString("PB_TEXT_EVOLUTIONGIRL_ENTERDIRTYFIGHTTOTAL"));
            return;
        }
    }
}
```

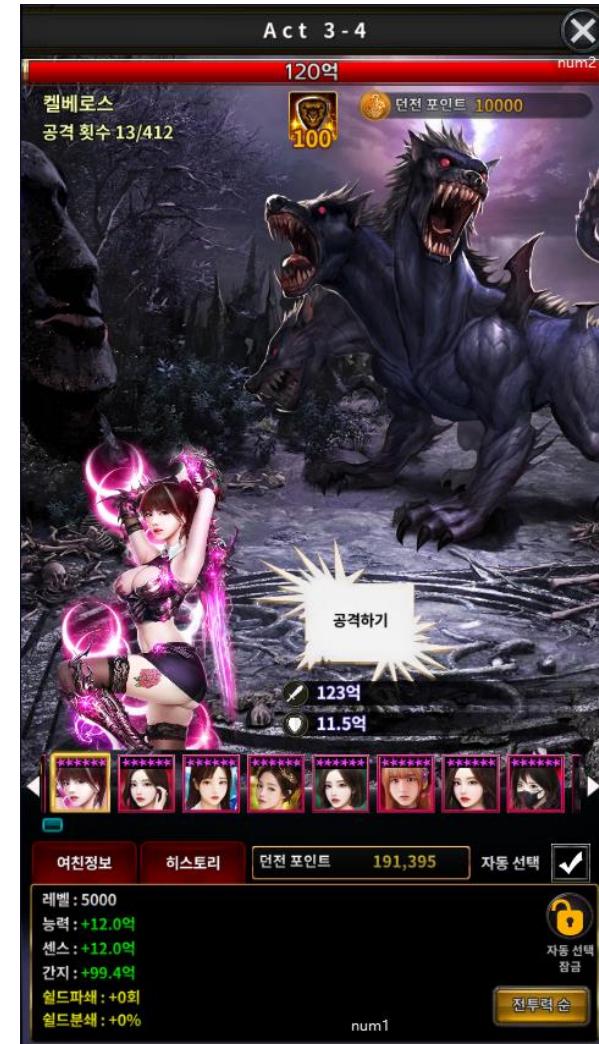
# ■ 미지의던전 ACT3 보스 개발



보스 소환



보스 출현



보스

## ■ 미지의던전 ACT3 보스 개발 – sample code

```
public void InitMonsterData(string monsterData)
{
    monster = new Monster();

    string[] monsterDataDetail = monsterData.Split('#');

    string monsterMaxHP = monsterDataDetail[(int)playerinfo.MysteryDungeonMonsterInfo.monsterMaxHp];
    string monsterCurrentHP = monsterDataDetail[(int)playerinfo.MysteryDungeonMonsterInfo.monsterCurretnHp];
    string monsterID = monsterDataDetail[(int)playerinfo.MysteryDungeonMonsterInfo.monsterId];
    string monsterIndex = monsterDataDetail[(int)playerinfo.MysteryDungeonMonsterInfo.monsterIndex];
    string monsterFinder = monsterDataDetail[(int)playerinfo.MysteryDungeonMonsterInfo.monsterFinder];
    string monsterExecutor = monsterDataDetail[(int)playerinfo.MysteryDungeonMonsterInfo.monsterExecutor];
    string monsterStage = monsterDataDetail[(int)playerinfo.MysteryDungeonMonsterInfo.monsterAppearStage];
    string monsterRaidShield = "0";
    if(monsterDataDetail.Length > (int)playerinfo.MysteryDungeonMonsterInfo.monsterRaidShield)
        monsterRaidShield = monsterDataDetail[(int)playerinfo.MysteryDungeonMonsterInfo.monsterRaidShield];
```

## ■ 서버 결투장 전투력 매칭 시스템 개선



서버 결투장 로비

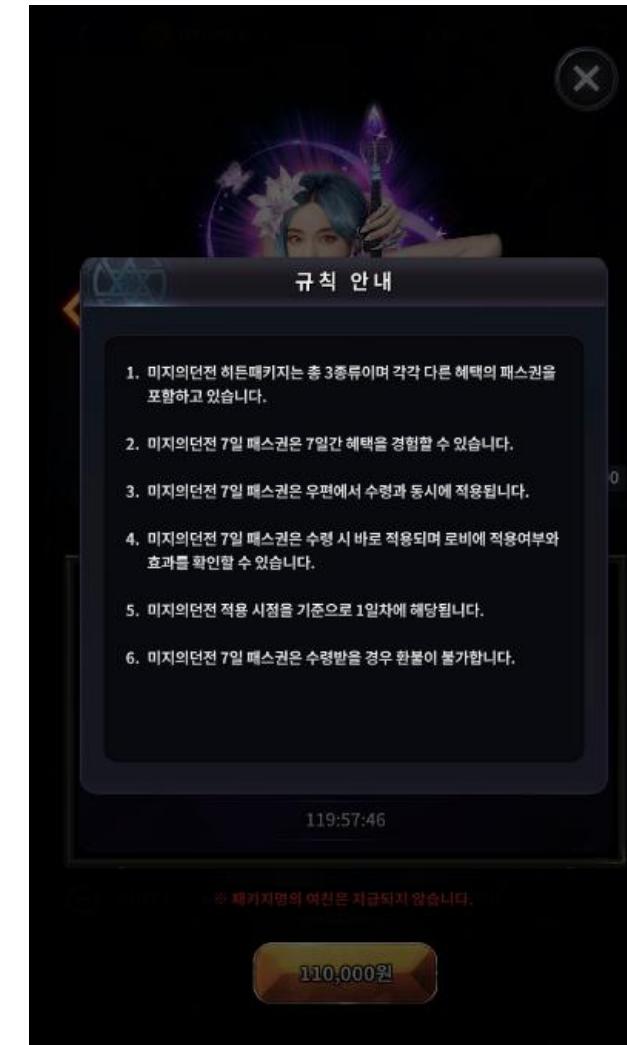
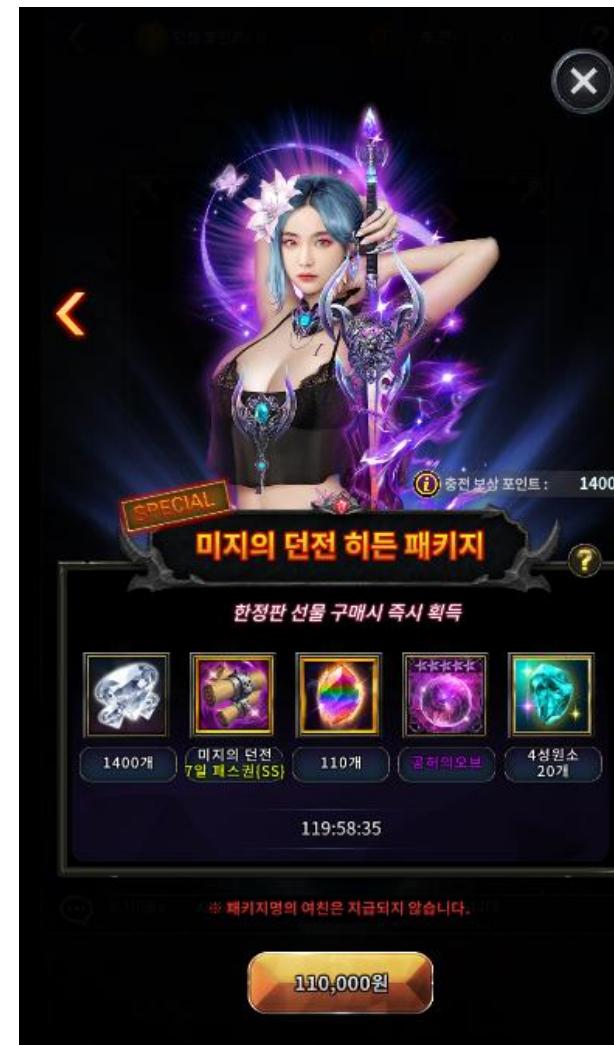


전투력에 따른 매칭

## ■ 서버 결투장 전투력 매칭 시스템 개선 – sample code

```
case eAskType.gogopvpLobby:  
{  
    int pvpCount = (int)GameManager.instance.GetPlayerinfo().Data_int[(int)playerinfo.ST_characterdata_int.pvpcount];  
    if (pvpCount > 0)  
    {  
        pvpgoods = "1";  
        askpopup(obj, asktype, param);  
    }  
    else if (userintdata(playerinfo.ST_characterdata_int.cash) < 50000/*입장 티켓 수량*/)  
    {  
        askpopup(null, ProcessButton.eAskType.gocharge, "2" + "," + "PB_TEXT_FAILED" + "," + "PB_TEXT_WILLYOUCARGERESOURCE");  
        return;  
    }  
    else  
    {  
        pvpgoods = "2";  
        askpopup(obj, asktype, param);  
    }  
}  
break;
```

## ■ 미지의던전 패키지



패키지 - basic

패키지 - deluxe

패키지 - special

패키지 - 규칙

## ■ 미지의던전 패키지 – sample code

```
public void MessageBoxMysteryDungeon(bool effectsucces, string iconname, string title,
    string desc, stringicontype = "main", EventDelegate _action = null)
{
    GameManager.instance.EnableBackKey = false;
    if (messageBoxpopup != null) return;

    messageBoxpopup = GetPrefabs("MysteryDungeon/MysteryMessagePopup");
    {

        messageBoxpopup.transform.Find("Message").GetComponent<UILabel>().text = desc;

    }

    if (effectsucces)
        SoundManager.Instance.Play(SoundType.SE_RewardPopup);

    //messageBoxpopup.transform.Find("Reward_Fire").gameObject.SetActive(effectsucces);
    messageBoxpopup.transform.Find("Name").GetComponent<UILabel>().text = title;

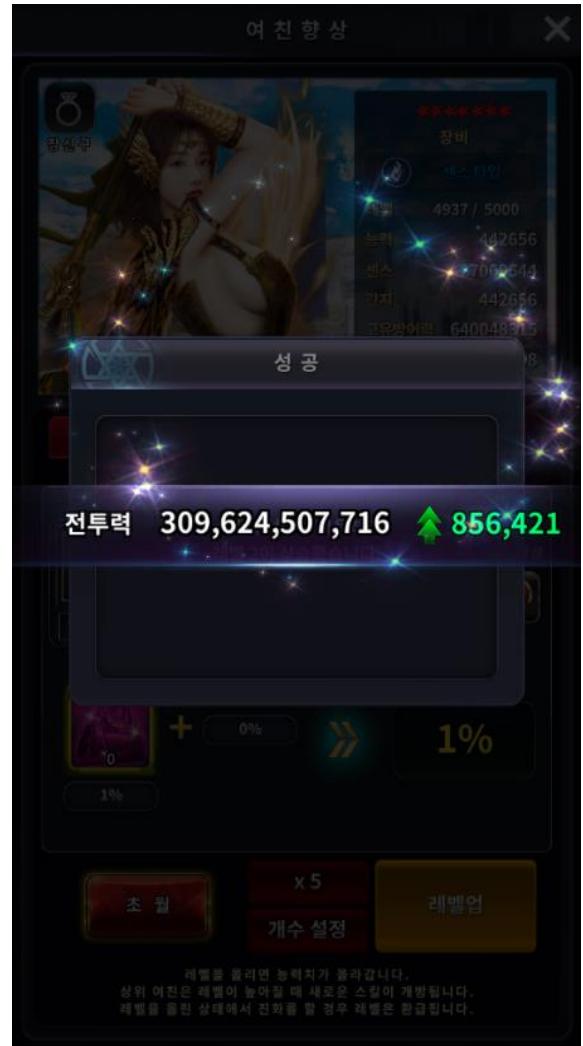
    if (_action == null)
        messageBoxpopup.transform.Find("Back").GetComponent<UIButton>().onClick.Add(new EventDelegate(Onclick_close));
    else
        messageBoxpopup.transform.Find("Back").GetComponent<UIButton>().onClick.Add(_action);

    BackKeyManager.SetBackKeyAction(messageBoxpopup.transform.Find("Back").GetComponent<UIButton>());
    GameManager.instance.EnableBackKey = true;
}
```

## 전투력 상승 연출



여친 획득시



여친 레벨업시



## 아이템 장착 시



장신구 장착시

## ■ 전투력 상승 연출 – sample code

```
public void OpenChangeHPPopUp(string changeAfterHP, string changeHp)
{
    int guidemission_curid = (int)GameManager.instance.GetPlayerinfo().Data_int[(int)playerinfo.ST_characterdata_int.guidemission_curid];

    GameObject obj = GetPrefabs("PopUP/BattlePowerChange");
    SoundManager.Instance.Play(SoundType.Button12);

    double target = double.Parse(changeAfterHP);
    double current = target - double.Parse(changeHp);

    obj.transform.Find("Power").GetComponent<UILabel>().text = current.ToString();
    obj.transform.Find("PlusPower").GetComponent<UILabel>().text = Int64.Parse(changeHp).ToString("N0");

    obj.transform.Find("PowerUp").gameObject.SetActive(true);
    obj.transform.Find("PlusPower").gameObject.SetActive(true);

    obj.transform.Find("PowerDown").gameObject.SetActive(false);
    obj.transform.Find("MinusPower").gameObject.SetActive(false);

    StartCoroutine(CloseChangeHPPopUp(obj, target, current));
}
```

## ■ 오픈랭킹 이벤트



1,2일차 보상



1,2일차 이벤트 참여방법

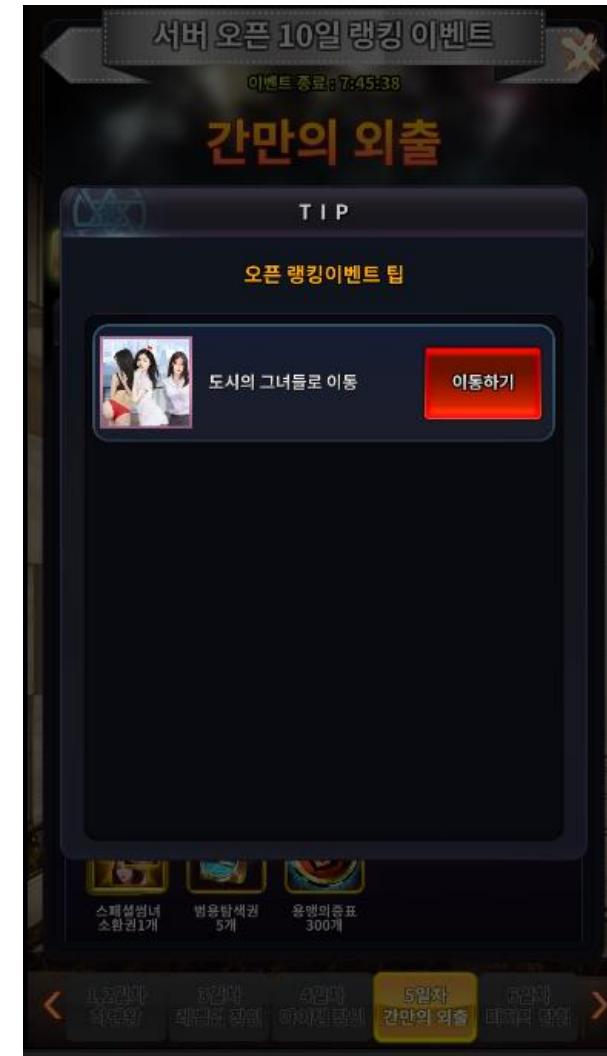


3일차 보상



3일차 이벤트 참여방법

## ■ 오픈랭킹 이벤트



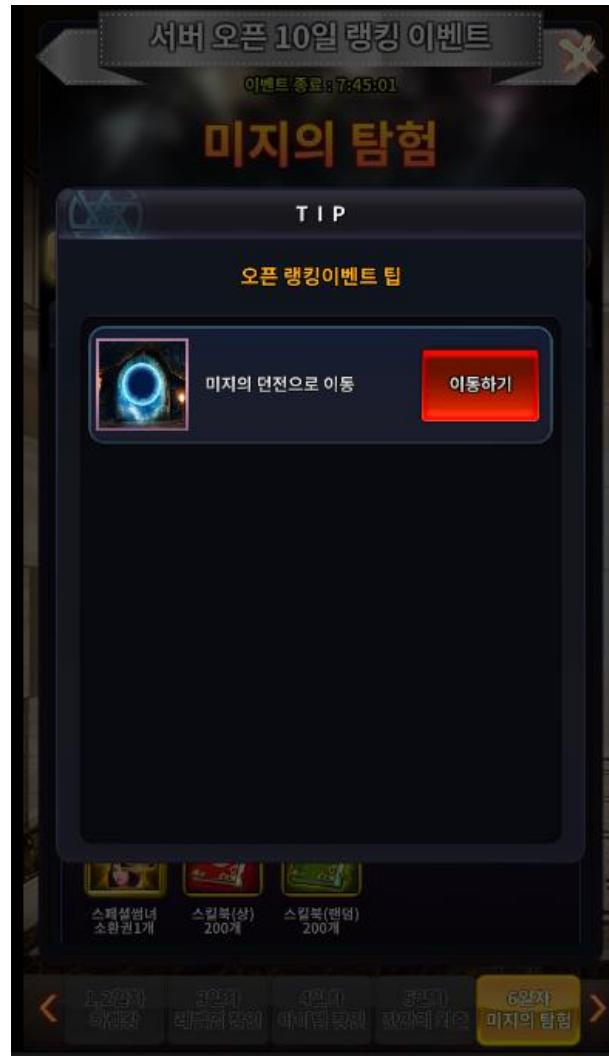
4일차 보상

4일차 이벤트 참여방법

5일차 보상

5일차 이벤트 참여방법

## ■ 오픈랭킹 이벤트



6일차 보상

6일차 이벤트 참여방법

7일차 보상

7일차 이벤트 참여방법

## ■ 오픈랭킹 이벤트



8일차 보상

8일차 이벤트 참여방법

9일차 보상

9일차 이벤트 참여방법

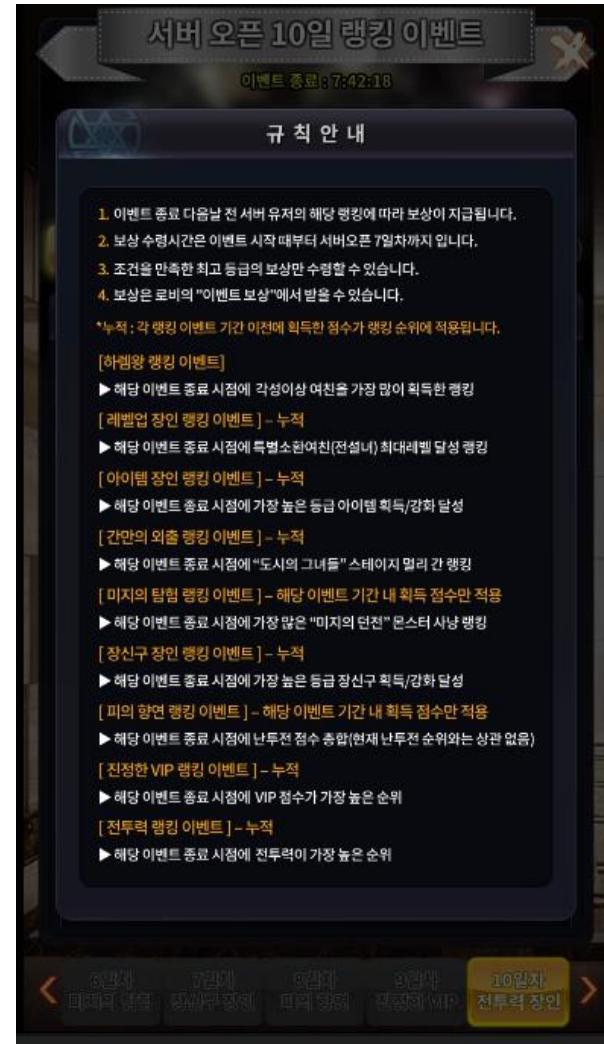
## ■ 오픈랭킹 이벤트



10일차 보상



10일차 이벤트 참여방법



오픈랭킹 이벤트 규칙

## ■ 오픈랭킹 이벤트 – sample code

```
public void OpenRankingEventRewardPreview(string rewardType) //, eventtype : 1번 미션이벤트, 2번 서브이벤트
{
    SoundManager.Instance.Play(SoundType.Button15);
    rankingeventrewardobj = GetPrefabs("EventMenu/EventReward1");
    AddOnClickEvent(rankingeventrewardobj.transform.Find("MainNameTab/Close").GetComponent<UIButton>(),
        "ChangeUIWithSound", UI_STATE.subRankingEvent, typeof(UI_STATE), SoundType.SE_ButtonClick, typeof(SoundType));
    BackKeyManager.SetBackKeyAction(rankingeventrewardobj.transform.Find("MainNameTab/Close").GetComponent<UIButton>());

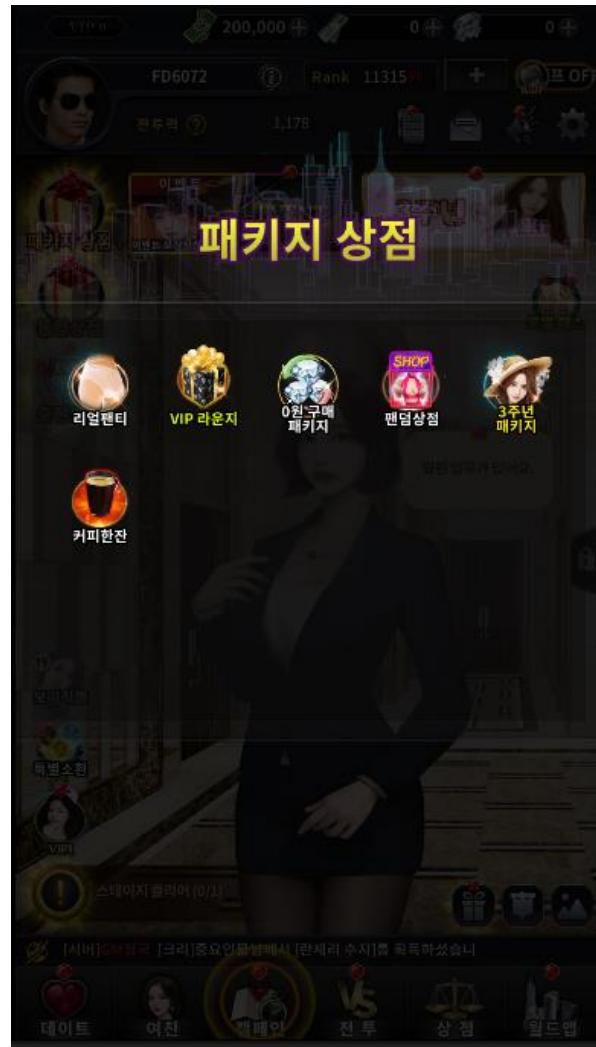
    rankingeventrewardobj.transform.Find("EventServer").gameObject.SetActive(false);
    //rankingeventrewardobj.transform.Find("EventAll").gameObject.SetActive(false);

    if (string.IsNullOrEmpty(rewardType) || rewardType.Length == 0)
        return;

    Transform grid = rankingeventrewardobj.transform.Find("NormalScroll/Grid");

    for (int j = 0; j < grid.childCount; j++)
    {
        Destroy(grid.GetChild(j).gameObject);
    }
    gridDetachChildren();
}
```

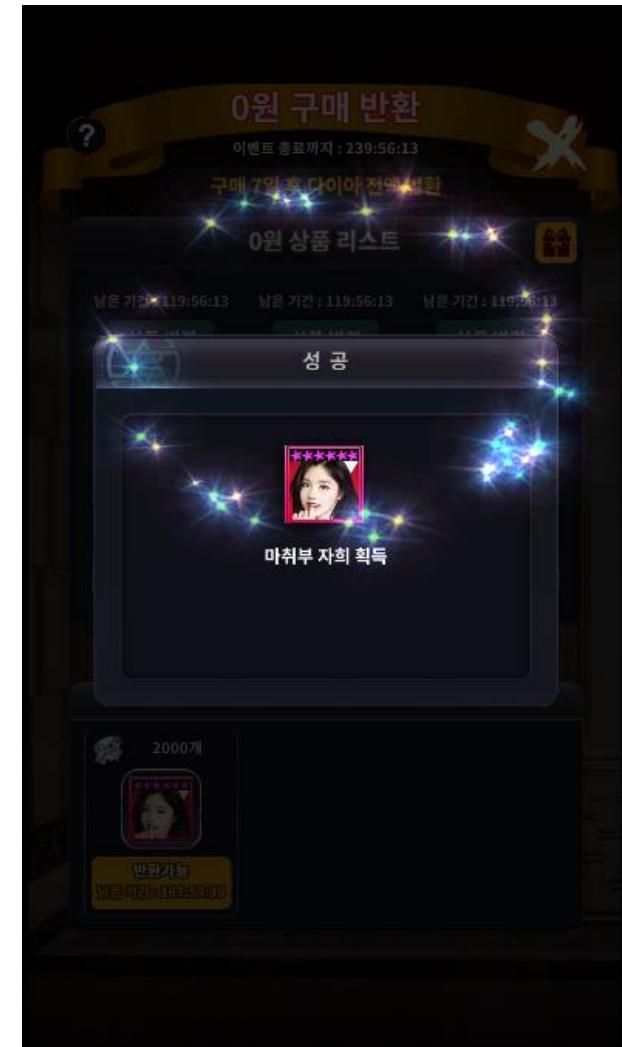
## ■ 0원 구매



패키지 입장



패키지 로비

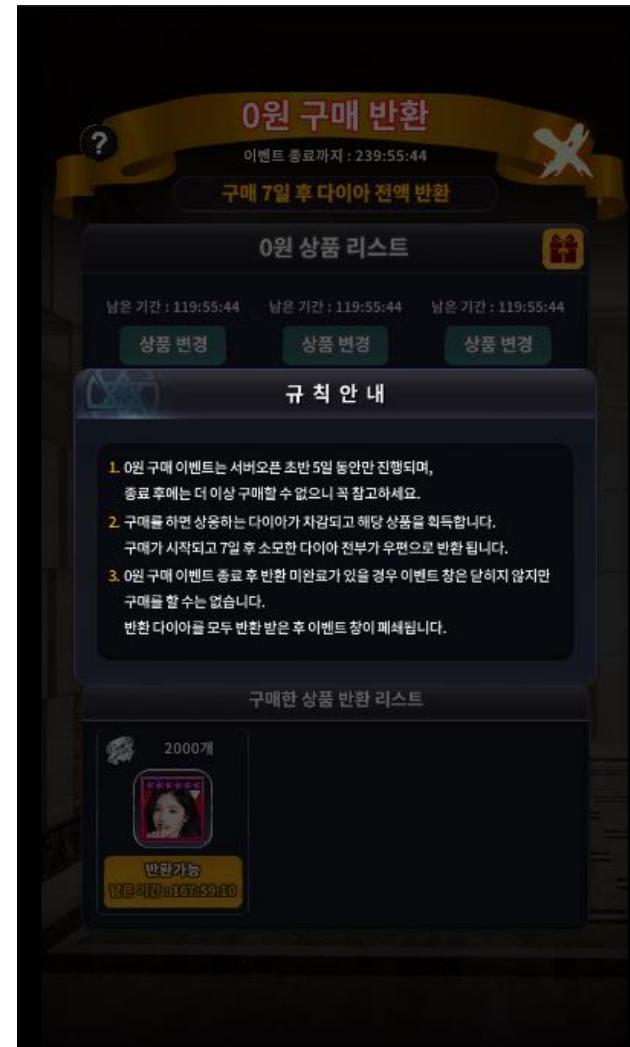


패키지 구매

## ■ 0원 구매



패키지 상품 구성



패키지 규칙

## ■ 0원 구매 – sample code

```
if (_type == (int)playerinfo.LobbyMenuType.zeroCoinPackage)
{
    DateTime serverTimeNow = DateTime.Now.Add(-ServerTimeGap);
    long zeroPackageVersion = userintdata(playerinfo.ST_characterdata_int.zeroCoinPackageVersion);
    string currentPackageVersion = GameDataManager.zeroPackageCoinTemplate[1, (int)GameDataManager.zeroPackageCoin_.version];
    if(zeroPackageVersion.ToString() == currentPackageVersion)
    {
        string _zeroPackageStartDate = userintdata(playerinfo.ST_characterdata_string.zeroCoinPackageStartDate);
        if(!string.IsNullOrEmpty(_zeroPackageStartDate))
        {
            DateTime zeroPackageStartDate = DateTime.Parse(_zeroPackageStartDate);

            int zeroPackageDay = int.Parse(GameDataManager.zeroPackageCoinTemplate[1, (int)GameDataManager.zeroPackageCoin_.ingday]);
            string[] applyserver = GameDataManager.zeroPackageCoinTemplate[1,
                (int)GameDataManager.zeroPackageCoin_.applyServer].Split('_');
            int startServer = int.Parse(applyserver[0]);
            int endServer = int.Parse(applyserver[1]);

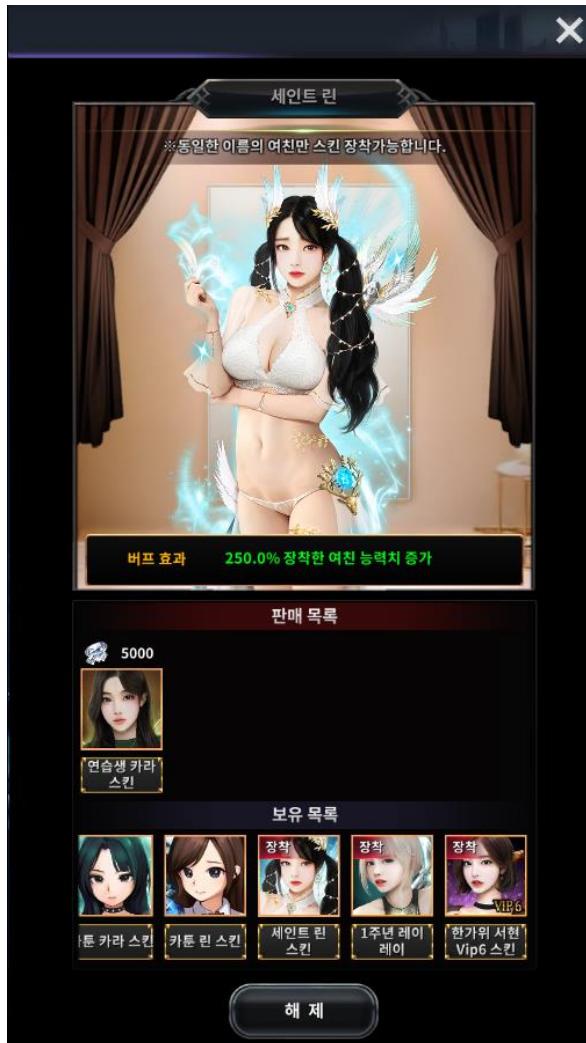
            DateTime endTime = zeroPackageStartDate.AddDays(zeroPackageDay);

            // ddo zeroCoinPackage
            if (endTime >= serverTimeNow &&
                int.Parse(Regex.Replace(FileManager.ServerID, @"\D", "")) >= startServer &&
                int.Parse(Regex.Replace(FileManager.ServerID, @"\D", "")) <= endServer
                && serverTimeNow>=zeroPackageStartDate)
            {
                actionvalue1 = ((int)UI_STATE.ZeroCoin).ToString();
            }
        }
    }
}
```

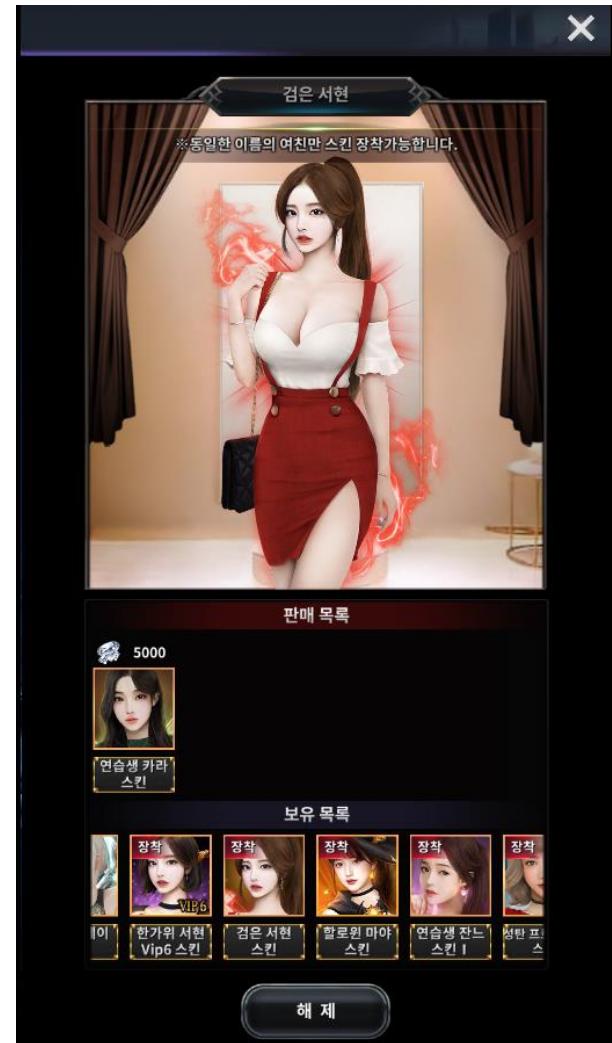
## ■ 코스튬 능력치 적용



코스튬 적용1



코스튬 적용2



코스튬 적용3

## ■ 코스튬 능력치 적용 – sample code

```
public void SetDressRoomShopSaleInfo()
{
    Transform grid = dressRoomPopup.transform.Find("CostumeSellListScrollView/Grid");

    for (int j = 0; j < grid.childCount; j++)
    {
        Destroy(grid.GetChild(j).gameObject);
    }
    grid.DetachChildren();
    int SalingCount = 0;

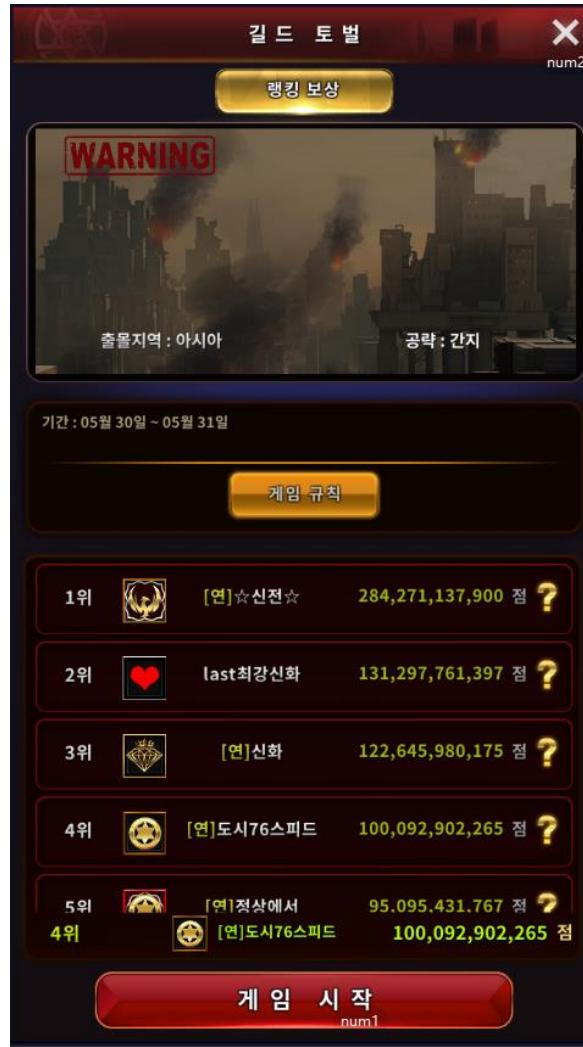
    List<Tuple<int, int>> listSort = new List<Tuple<int, int>>();
    for (int i = 1; i < GameDataManager.GirlCostume.GetLength(0); i++)
    {
        if (string.IsNullOrEmpty(GameDataManager.GirlCostume[i, (int)GameDataManager.GirlCostume_.index]))
            continue;
        if (myGirlCostumeList.Contains(i.ToString()))
            continue;
        if (GameDataManager.GirlCostume[i, (int)GameDataManager.GirlCostume_.type] != "0")
            continue;
        string isOpen = GameDataManager.GirlCostume[i, (int)GameDataManager.GirlCostume_.isopen];
        if (isOpen != "1") continue;
        int sort = int.Parse(GameDataManager.GirlCostume[i, (int)GameDataManager.GirlCostume_.sort]);
        int iIdx = int.Parse(GameDataManager.GirlCostume[i, (int)GameDataManager.GirlCostume_.index]);

        Tuple<int, int> data = new Tuple<int, int>(sort, iIdx);
        listSort.Add(data);
    }
}
```

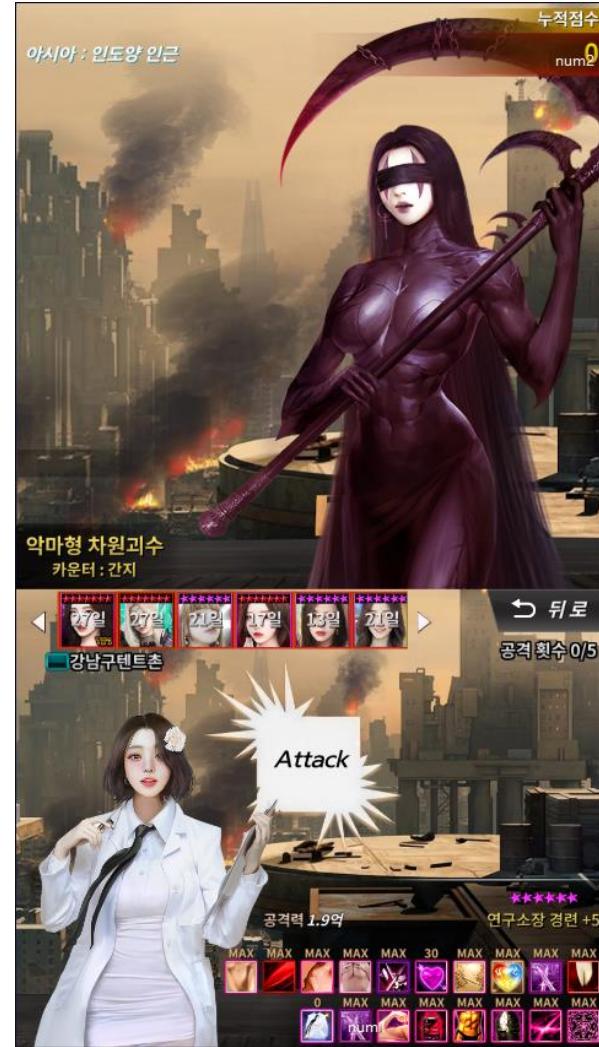
# 길드토벌전



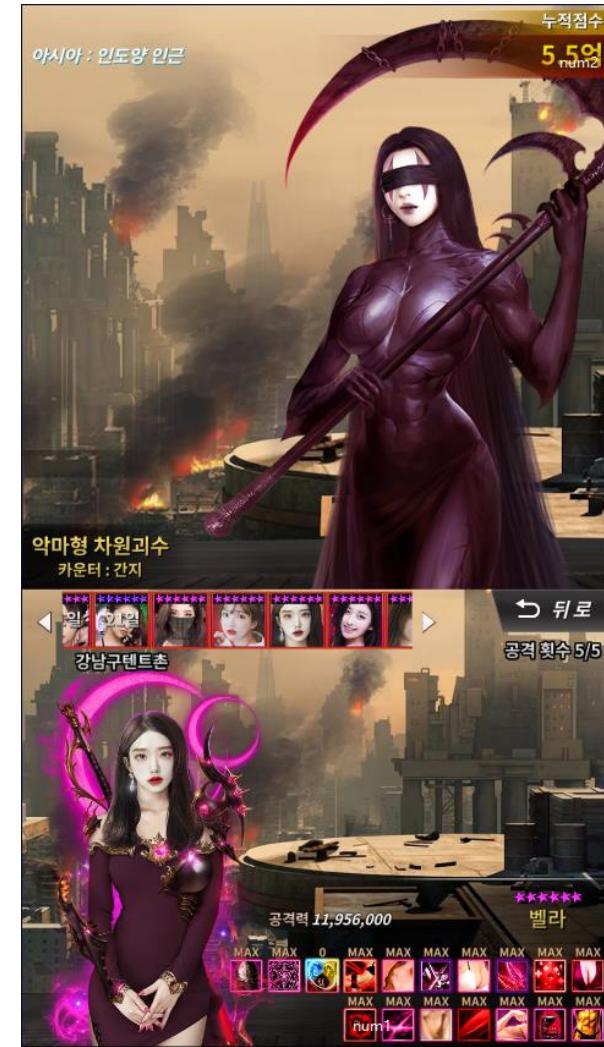
길드토벌전 입장



길드토벌전 로비



길드토벌전 참여



길드토벌전 참여

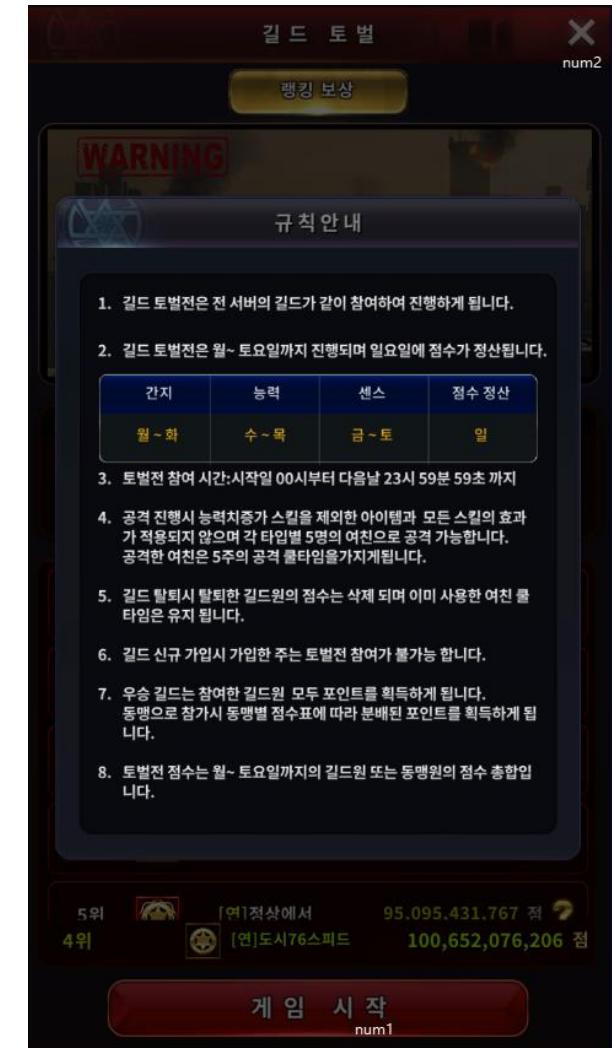
# 길드토벌전

**연맹**

연맹	길드 이름	점수
1군	☆신전☆	166,480,910,661 점
2군	천무	62,514,374,864 점
3군	B.F	20,308,237,514 점
4군	도시87바람이불면	34,967,614,857 점

**길드원**

랭킹	유저 이름	점수
1위	☆제우스☆	20,695,119,993 점
2위	☆닭조기☆	18,016,536,737 점
3위	☆떠나는길☆	17,154,600,779 점
4위	☆하임☆	15,228,740,425 점
5위	☆풀단지☆	15,007,545,493 점
6위	☆라조☆	14,562,173,173 점
7위	☆선팽☆	14,274,470,901 점
8위	☆영☆	13,438,240,903 점
9위	망☆고	10,471,266,609 점
10위	라떼3	5,915,486,696 점
11위	라떼2	5,736,301,952 점
12위	☆갈치☆	3,769,768,836 점
13위	☆아이셔셔서☆	2,506,842,686 점



길드토벌전 연맹랭킹

길드토벌전 상세랭킹

길드토벌전 보상

길드토벌전 규칙

## 길드토벌전 – sample code

```
case (int)playerinfo.ContentsOpenTermCategoriesByUser.guildDimentionCrack:  
{  
    string CountryData = GameDataManager.systemdataTemplate[(int)GameDataManager.systemdataid.guildDimentionlimit,  
        (int)GameDataManager.systemdataTemplate_.value3];  
    string CurrentCountryData = PlayerPrefs.GetString("deviceSelectedCountry");  
    if (false == CountryData.Contains(CurrentCountryData))  
    {  
        WorldMapMainObj.transform.Find("TopIconPanel/GuildDemension").gameObject.SetActive(false);  
        continue;  
    }  
  
    int.TryParse(GetContentsOpenTermsUser(playerinfo.ContentsOpenTermCategoriesByUser.guildDimentionCrack), out int checkday);  
    limithp = long.Parse(GameDataManager.systemdataTemplate[(int)GameDataManager.systemdataid.guildDimentionlimit,  
        (int)GameDataManager.systemdataTemplate_.value1]);  
    Power = ProcessButton.instance.GetOverNumString(limithp, 0.0, "N0");  
    WorldMapMainObj.transform.Find("TopIconPanel/GuildDemension").gameObject.SetActive(true);  
    WorldMapMainObj.transform.Find("TopIconPanel/GuildDemension/OpenDay").GetComponent<UILabel>().text =  
        TextManager.Instance.GetString("PB_TEXT_MON") + " ~ " + TextManager.Instance.GetString("PB_TEXT_SAT");  
    int day = (int)GameManager.instance.GetDatetimeNow().DayOfWeek;  
    WorldMapMainObj.transform.Find("TopIconPanel/GuildDemension/OpenDate").gameObject.SetActive(true);
```

## ■ 신화 소환 개발



신화 소환 입장



페르세포네 조건

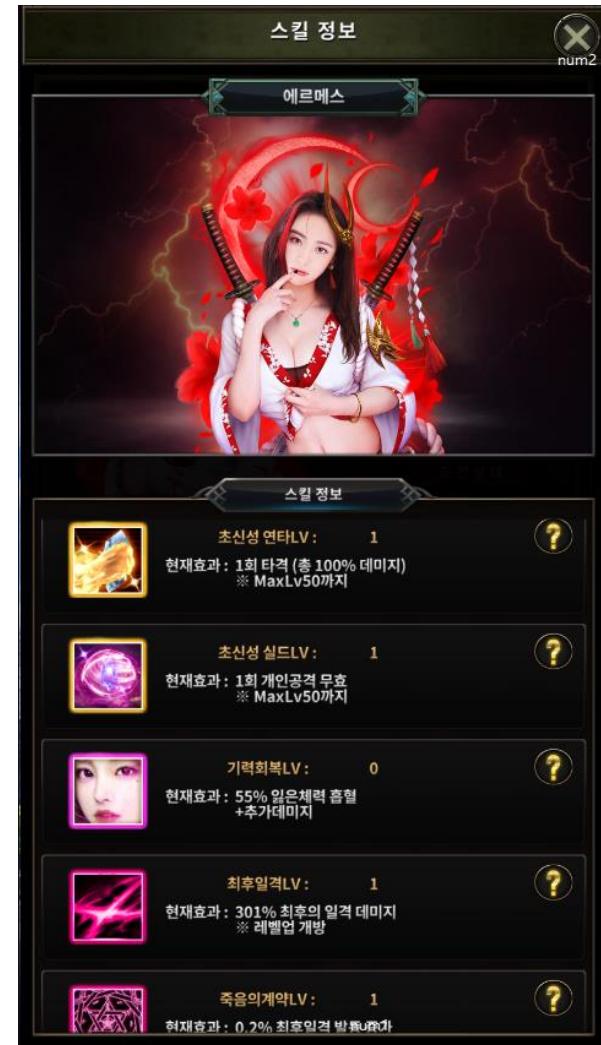


페르세포네 스킬

## ■ 신화 소환 개발



에르메스 조건



에르메스 스킬

## ■ 신화 소환 개발 – sample code

```
참조 2개
public void ChoiceOpenGirlMyth(Enum enumDefault = null)
{
    if (MythGirlTileObj)
        Destroy(MythGirlTileObj);

    SoundManager.Instance.Play(SoundType.BGM_MythGirlSummon);
    SoundManager.Instance.Play(SoundType.Voice_MythGirlNPC, 1.5f);
    SoundManager.Instance.Play(SoundType.SE_MythGirOpen);
    //SoundManager.Instance.Play(SoundType.SE_ButtonClick);

    MythGirlTileObj = GetPrefabs("SummonMyth/SummonMythGirlTitle");

    List<int> listData = new List<int>();
    for (int i = 1; i < GameDataManager.GirlMythGroupTemplate.GetLength(0); ++i)
    {
        string Type = GameDataManager.GirlMythGroupTemplate[i, (int)GameDataManager.GirlMythGroup_.type];
        if (string.IsNullOrEmpty(Type))
            break;

        if (1 == int.Parse(Type))
            listData.Add(i);
        else if (listData.Count != 0)
            break;
    }

    int iMythCnt = 0;
    foreach (var item in listData)
    {
        int iGirlID = int.Parse(GameDataManager.GirlMythGroupTemplate[item, (int)GameDataManager.GirlMythGroup_.makelink]);
        if (GameManager.instance.GetPlayerinfo().HaveGirl(iGirlID))
        {
            if (iGirlID == 170 || iGirlID == 171 || iGirlID == 172)
            {
                iMythCnt++;
            }
        }
    }
}
```

## ■ 재화 사용시 갯수팝업 추가



개수 설정



보상 수령

## ■ 재화 사용시 갯수팝업 추가 – sample code

```
- 잡수
private void ClickUseInvenItem(GameObject obj)
{
    GameManager.instance.resetScroll = false;

    SoundManager.Instance.Play(SoundType.SE_ButtonClick);

    playerinfo playerInfo = GameManager.instance.GetPlayerinfo();

    int goodtypeid = invengoodsclickgoodtype;
    string itemName = GameDataManager.getGoodsTemplate(goodtypeid, (int)GameDataManager.goodstype_.name);
    string isuse = GameDataManager.goodstype[goodtypeid, (int)GameDataManager.goodstype_.isuse];
    string linkintdata = GameDataManager.goodstype[goodtypeid, (int)GameDataManager.goodstype_.linkintdata];
    string Type = GameDataManager.goodstype[goodtypeid, (int)GameDataManager.goodstype_.type];
    string Val = GameDataManager.goodstype[goodtypeid, (int)GameDataManager.goodstype_.value];
    DateTime nowday = DateTime.Parse(DateTime.Now.Add(-ServerTimeGap).ToString("yyyy-MM-dd"));
    string[] checktime = playerInfo.Data_string[(int)playerinfo.ST_characterdata_string.createtime].Split(' ');
    DateTime createTime = DateTime.Parse(checktime[0]);

    if (ProcessButton.instance.userintdata((playerinfo.ST_characterdata_int)int.Parse(linkintdata)) == 0 && goodtypeid != (int)playerinfo.goodsType.EmblemGoods)
    {
        return;
    }

    if (isuse != "0")
    {
        if (obj)
            Util.PlayParticle(obj);

        switch (goodtypeid)
        {
            case (int)playerinfo.goodsType.changenickname:
                {

```

# 길드 동맹



길드 동맹 입장

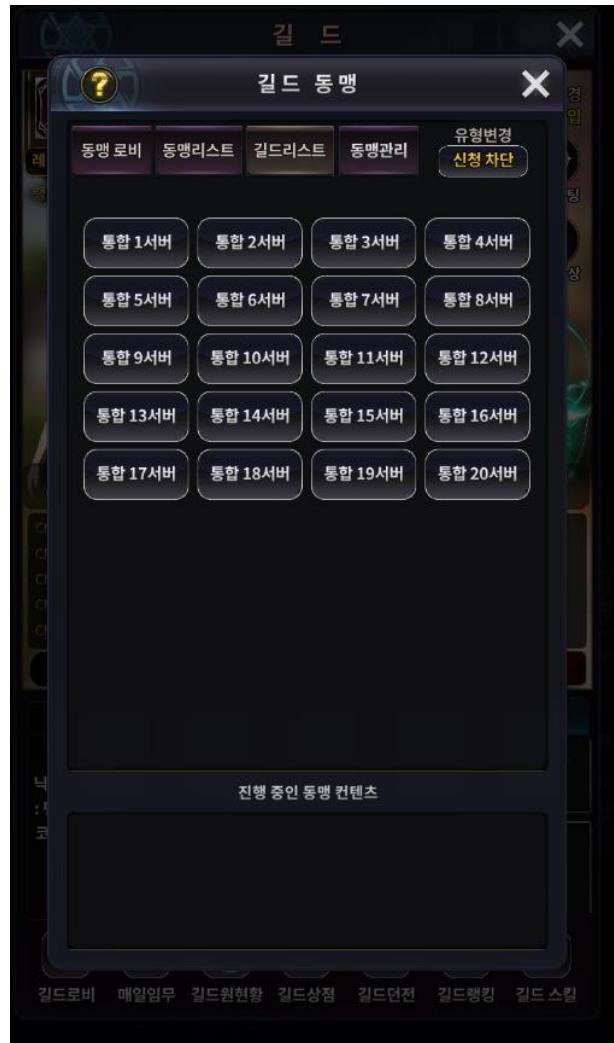


동맹 로비

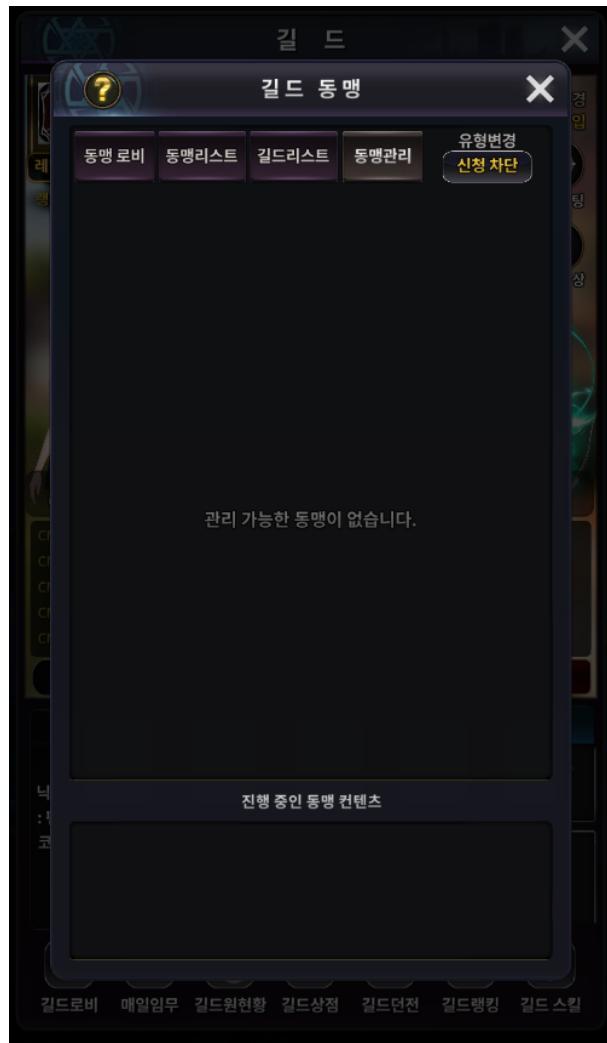


동맹 리스트

# 길드 동맹



길드 전체 리스트



동맹 관리



동맹 전용 채팅

## 길드 동맹 – sample code

```
public void GuildAlliance_LoadServerList(string ServerListData)
{
    GuildAlliancePopUp.transform.Find("Scroll View/Grid").DestroyChildren();
    GuildAlliancePopUp.transform.Find("Scroll View/Grid1").DestroyChildren();
    GuildAlliancePopUp.transform.Find("Scroll View/Grid2").DestroyChildren();
    GuildAlliancePopUp.transform.Find("Scroll View/Grid3").DestroyChildren();
    GuildAlliancePopUp.transform.Find("ContentsNumber").gameObject.SetActive(false);

    GuildAlliancePopUp.transform.Find("MenuTab").gameObject.SetActive(false);
    GuildAlliancePopUp.transform.Find("SearchBar/BtnGotolobby/BtnGotolobbyOff").gameObject.SetActive(false);
    GuildAlliancePopUp.transform.Find("SearchBar/BtnAllianceList/BtnAllianceListOff").gameObject.SetActive(false);
    GuildAlliancePopUp.transform.Find("SearchBar/BtnGuildList/BtnGuildOff").gameObject.SetActive(true);
    GuildAlliancePopUp.transform.Find("SearchBar/btnSetting	btnSettingOff").gameObject.SetActive(false);

    string[] splitServerListData = ServerListData.Split('#');
    Transform grid = GuildAlliancePopUp.transform.Find("Scroll View/Grid1");

    //      GameObject _ServerItem = ProcessButton.instance.GetPrefabsBase("Guild/GuildAllianceServerlist_Item", grid, false);
    //_ServerItem.transform.Find("Server").GetComponent<UILabel>().text = TextManager.Instance.GetString("PB_GUILDAILLIANCE");// "길드연합";
    //      AddOnClickEvent(_ServerItem.GetComponent<UIButton>(), nameof(onclickSelectServer_Guild), "0", typeof(string));

    for (int i = 0; i < splitServerListData.Length; ++i)
    {
        if (string.IsNullOrEmpty(splitServerListData[i]))
            continue;
        GameObject ServerItem = ProcessButton.instance.GetPrefabsBase("Guild/GuildAllianceServerlist_Item", grid, false);

        string Server = splitServerListData[i].Split('*')[0];
        string Total = splitServerListData[i].Split('*')[1];
        //임시 도시구분 (종합서버)
        if ("0" == Total)
            ServerItem.transform.Find("Server").GetComponent<UILabel>().text = Server + TextManager.Instance.GetString("PB_TEXT_CITY2");//"도시";
        else
            ServerItem.transform.Find("Server").GetComponent<UILabel>().text = string.Format(TextManager.Instance.GetString("PB_TEXT_CITY3"), Server);//"은"
        //ServerItem.GetComponent<UIButton>().onClick.Add(new EventDelegate(() =>
        //{
        //    sendtotalpacket(Totalpacket_type.LoadGuildList, splitServerListData[i], "");
        //}));
    }
}
```

## ■ 컨텐츠 참여시 출전여친 선택



난투전 출전여친 입장 난투전 출전여친 선택

필멸전 출전여친 입장 필멸전 출전여친 선택

## ■ 컨텐츠 참여시 출전여친 선택



일기토 출전여친 입장



일기토 출전여친 선택

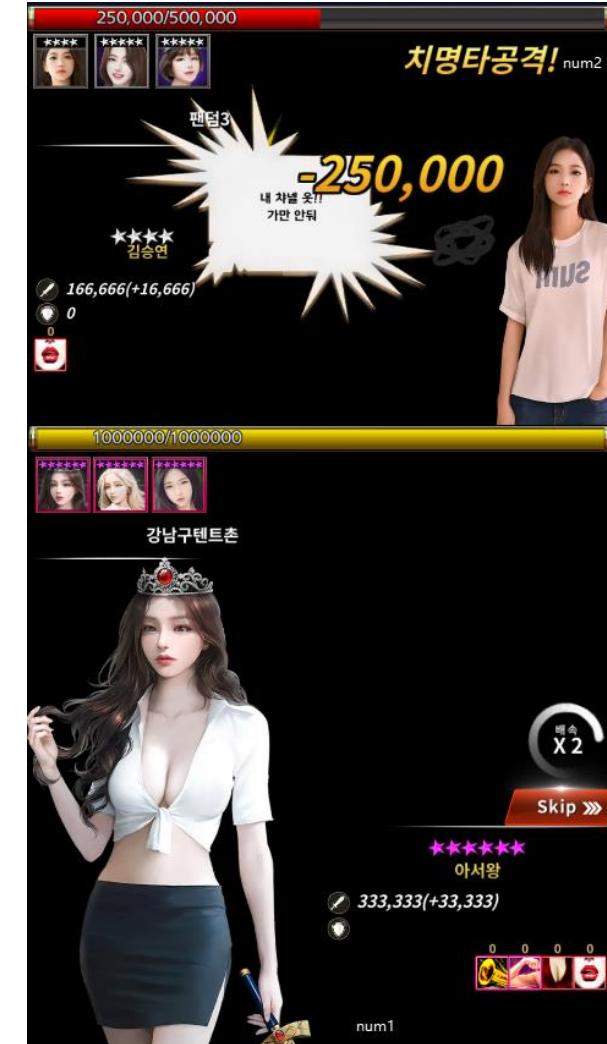
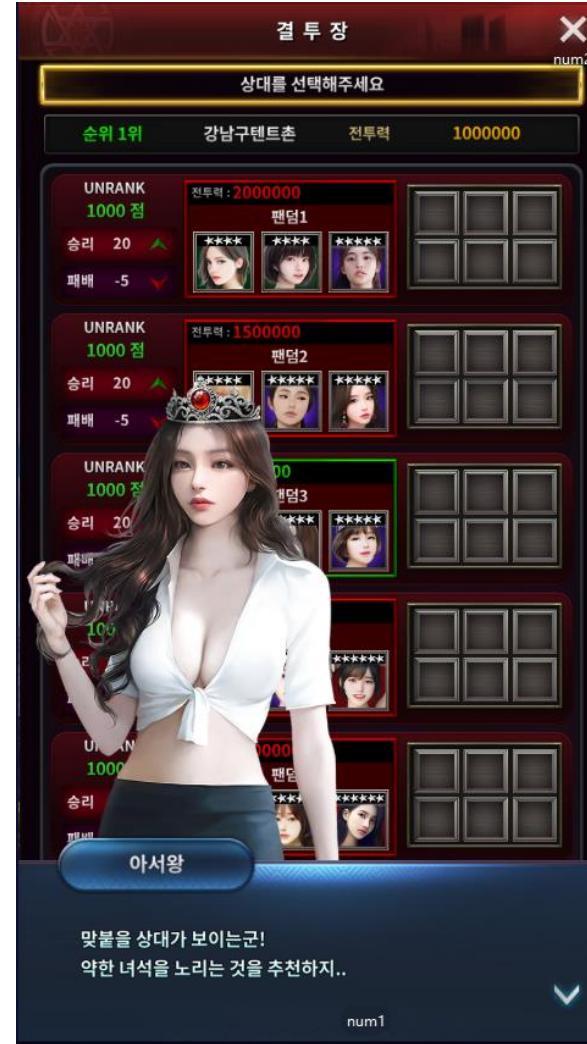
## ■ 컨텐츠 참여시 출전여친 선택 – sample code

```
줄수 2개
public void OnClickDirtyFightSelectGril(int filtertype, string actionvalue) // actionvalue : 1 = 난투, 2 = 팔멸, 3 = 일기토
{
    string Term = GetContentsOpenTerms(playerinfo.ContentsOpenTermCategories.dirtyfightgirl);
    SelectReactionValue = "";

    if (string.IsNullOrEmpty(Term))
    {
        if (DateTime.Parse(GameManager.instance.admin_serverStartDate).AddDays(30) > GameManager.instance.GetDatetimeNow())
        {
            int asdf = (DateTime.Parse(GameManager.instance.admin_serverStartDate).AddDays(30) - GameManager.instance.GetDatetimeNow()).Days;
            MessageBox(false, "", TextManager.Instance.GetString("GM_FAIL"), string.Format(TextManager.Instance.GetString("PB_TEXT_NOSELECT_NEWSER"), asdf.ToString()));
            return;
        }
    }
    else
    {
        int.TryParse(Term, out int Days);
        if (DateTime.Parse(GameManager.instance.admin_serverStartDate).AddDays(Days) > GameManager.instance.GetDatetimeNow())
        {
            int asdf = (DateTime.Parse(GameManager.instance.admin_serverStartDate).AddDays(Days) - GameManager.instance.GetDatetimeNow()).Days;
            MessageBox(false, "", TextManager.Instance.GetString("GM_FAIL"), string.Format(TextManager.Instance.GetString("PB_TEXT_NOSELECT_NEWSER"), asdf.ToString()));
            return;
        }
    }

    if (!thirtyGirlOffLab())
    {
        MessageBox(false, "", TextManager.Instance.GetString("GM_FAIL"), TextManager.Instance.GetString("PB_TEXT_SELECT_COUNT_FAIL"));
        return;
    }
}
```

# 컨텐츠 별 튜토리얼



## ■ 컨텐츠 별 튜토리얼



결투장 튜토리얼4



결투장 튜토리얼5

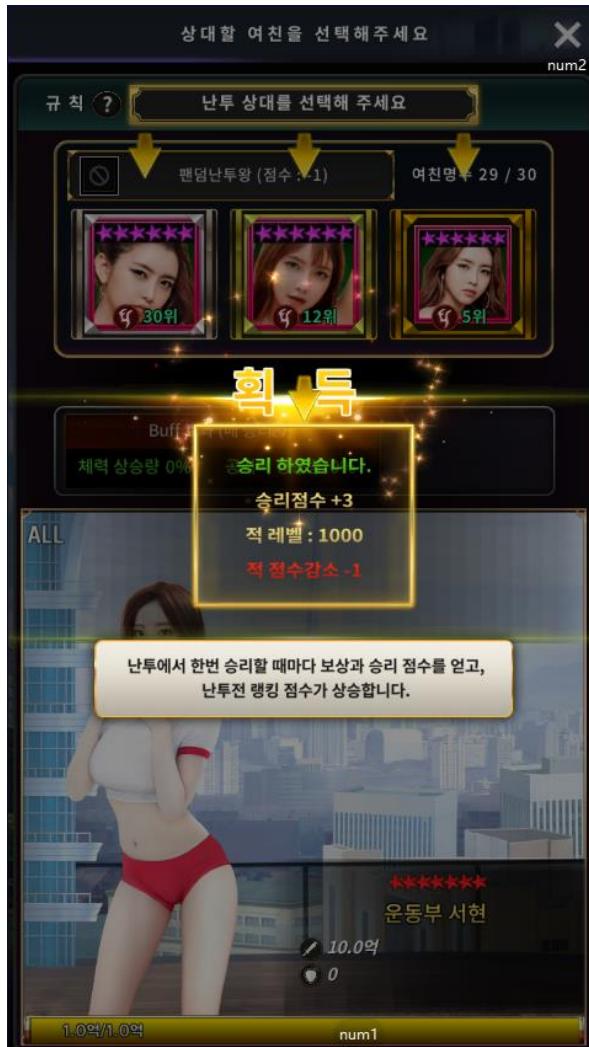


결투장 튜토리얼6

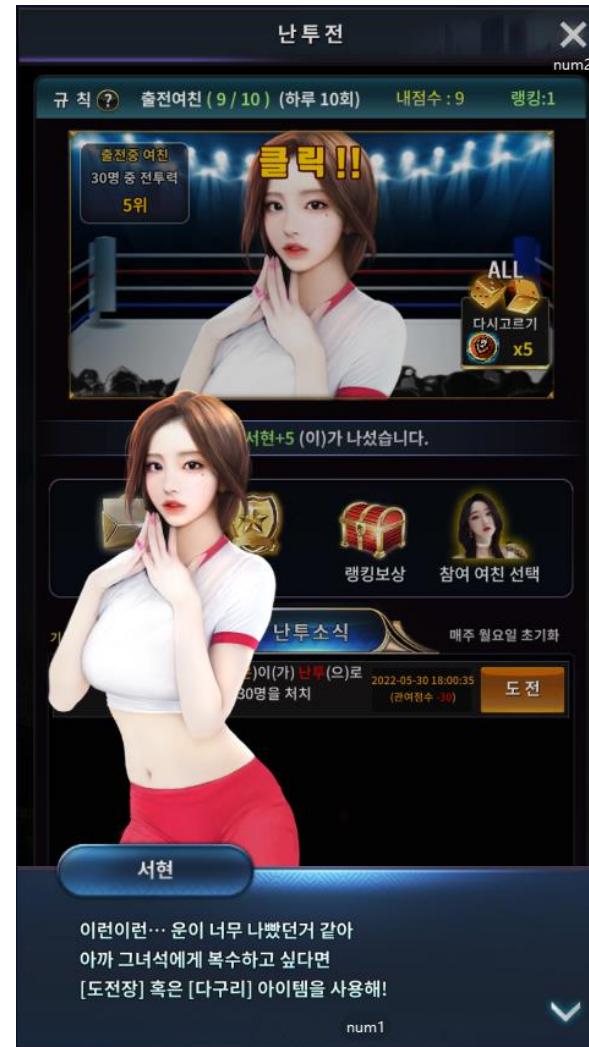
# 컨텐츠 별 튜토리얼



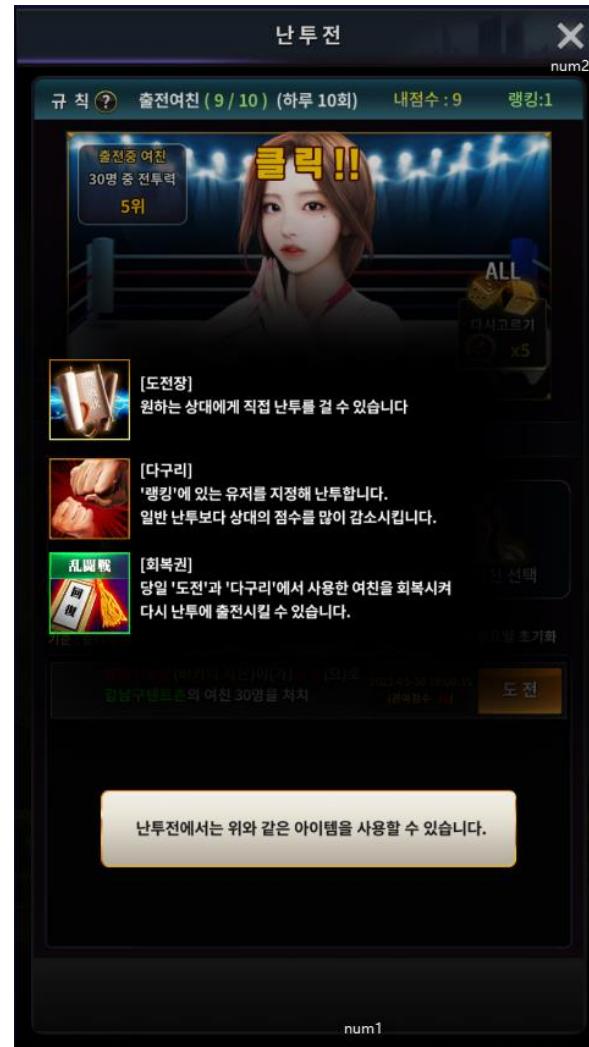
난투전 튜토리얼1



난투전 튜토리얼2



난투전 튜토리얼3



난투전 튜토리얼4

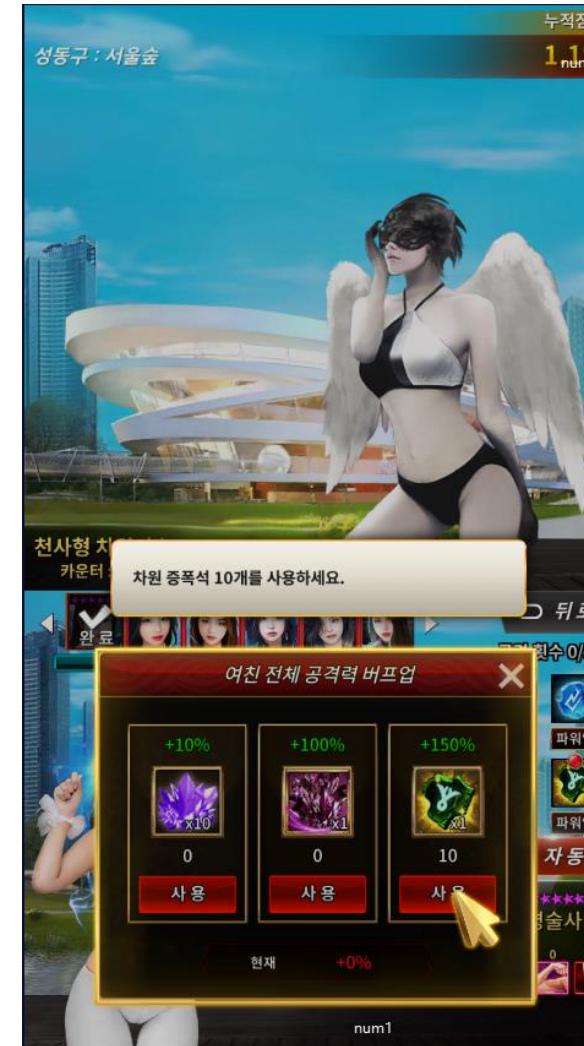
## ■ 컨텐츠 별 튜토리얼



차원균열 튜토리얼1



차원균열 튜토리얼2



차원균열 튜토리얼3

## ■ 컨텐츠 별 튜토리얼



소풍 튜토리얼1

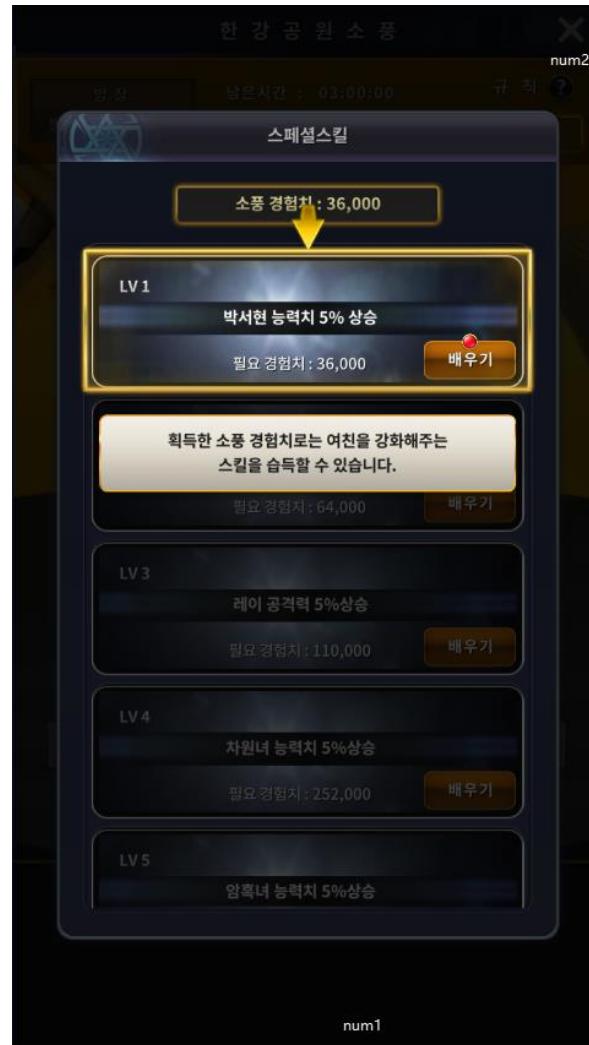


소풍 튜토리얼2



소풍 튜토리얼3

## ■ 컨텐츠 별 튜토리얼



소풍 튜토리얼4



소풍 튜토리얼5



소풍 튜토리얼6

## ■ 컨텐츠 별 튜토리얼 – sample code

```
- 참조
public void StartTutorial(int index, bool istest = false)
{
    if (curtutorialtype == (GameManager.TutorialType_)index)
        return;

    if (TutorialGuidePopUp)
        TutorialGuidePopUp.gameObject.SetActive(false);
    if (MainMissionObj && isNewTutorial())
    {
        Destroy(MainMissionObj);
        bDestroyMainMission = true;
    }

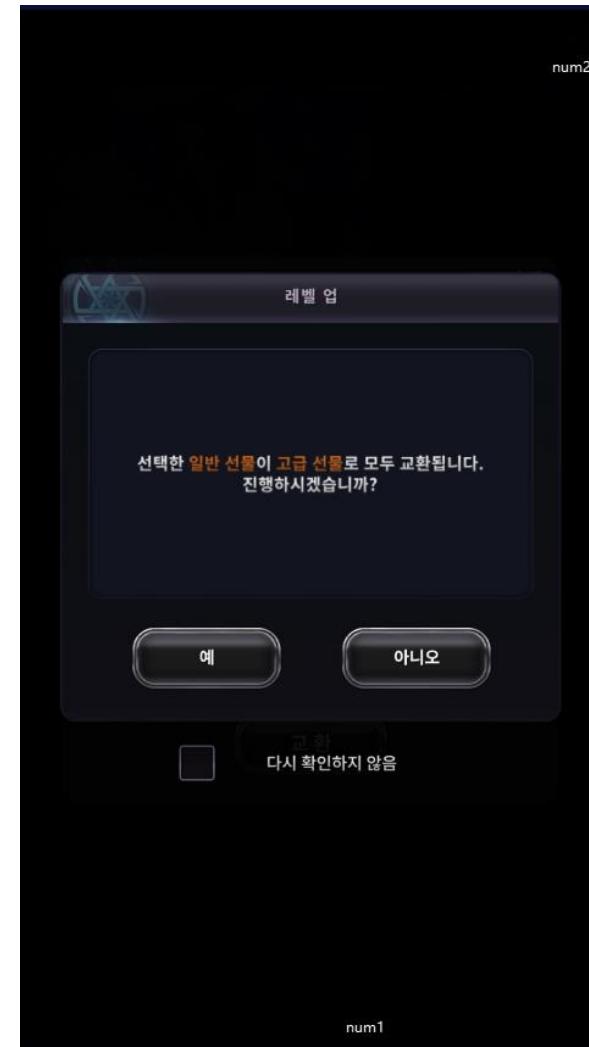
    curtutorialtype = (GameManager.TutorialType_)index;
    tutorialsubindex = 0;

    Destroy(Tutorialobj);
    Tutorialobj = GetPrefabs("Tutorial/Guide");

    if (istest == true)
    {
        Tutorialobj.transform.Find("Close").gameObject.SetActive(true);
        AddOnClickEvent(Tutorialobj.transform.Find("Close").GetComponent<UIButton>(), "deletepopupobj", Tutorialobj.gameObject);
    }
    else
    {
        Tutorialobj.transform.Find("Close").gameObject.SetActive(false);
    }

    if (index == (int)GameManager.TutorialType_.clearmainevent || index == (int)GameManager.TutorialType_.loveRoomKindUpItem2)
        Tutorialobj.transform.Find("LegendStone").gameObject.SetActive(true);
    else if (index == (int)GameManager.TutorialType_.loveRoomKindUpItem3)
        Tutorialobj.transform.Find("MagicStone").gameObject.SetActive(true);
    else
        Tutorialobj.transform.Find("LegendStone").gameObject.SetActive(false);
```

# 친밀도 업 편의성 개선



합성 입장

합성

합성

합성 완료

## 친밀도 업 편의성 개선 – sample code

```
case eAskType.tradeItemWarning:  
{  
    goodscheck = playerinfo.AskPopupType.yesOrNoOnlyText;  
    bCheckBox = true;  
    bUseNow = binary_setup[(int)playerinfo.SetModeStatue.tradeItemWarning] == '1';  
    iNoAskType = (int)playerinfo.SetModeStatue.tradeItemWarning;  
    label = TextManager.Instance.GetString("PB_TEXT_LEVELUP");  
  
    string beforItem = "";  
    string afterItem = "";  
    switch (selectTradeItem)  
    {  
        case 4://일반선물  
        {  
            beforItem = GameDataManager.getGoodsTemplate((int)playerinfo.goodsType.friendshipitem4, (int)GameDataManager.goodstype_.name);  
            afterItem = GameDataManager.getGoodsTemplate((int)playerinfo.goodsType.friendshipitem5, (int)GameDataManager.goodstype_.name);  
        }  
        break;  
        case 5://고급선물  
        {  
            beforItem = GameDataManager.getGoodsTemplate((int)playerinfo.goodsType.friendshipitem5, (int)GameDataManager.goodstype_.name);  
            afterItem = GameDataManager.getGoodsTemplate((int)playerinfo.goodsType.friendshipitem6, (int)GameDataManager.goodstype_.name);  
        }  
        break;  
        case 6://최고급선물  
        {  
            beforItem = GameDataManager.getGoodsTemplate((int)playerinfo.goodsType.friendshipitem6, (int)GameDataManager.goodstype_.name);  
            afterItem = GameDataManager.getGoodsTemplate((int)playerinfo.goodsType.friendshipitem7, (int)GameDataManager.goodstype_.name);  
        }  
        break;  
    }  
    desc = string.Format(TextManager.Instance.GetString("PB_TEXT_TRADEWARNING"), beforItem, afterItem);  
}
```

# ■ 장신구 도감 제작



일반 탭



유니크 탭



이벤트 탭

## ■ 장신구 도감 제작 – sample code

```
case 4://탭 악세
{
    bool isNormalNutakuReddot = CheckNormalNutakuReddot();
    menuTapObj[(int)eMenuTap.FaceGram].transform.Find("TabList/TabNormal/Dot").gameObject.SetActive(isNormalNutakuReddot);
    menuTapObj[(int)eMenuTap.FaceGram].transform.Find("TabList/TabNormal/TabNormalOn").gameObject.SetActive(false);
    menuTapObj[(int)eMenuTap.FaceGram].transform.Find("TabList/TabNormal/TabNormalOff").gameObject.SetActive(true);
    menuTapObj[(int)eMenuTap.FaceGram].transform.Find("TabList/TabSpecial/TabSpecialOn").gameObject.SetActive(false);
    menuTapObj[(int)eMenuTap.FaceGram].transform.Find("TabList/TabSpecial/TabSpecialOff").gameObject.SetActive(true);
    bool isSpecialNutakuReddot = CheckSpecialNutakuReddot();
    menuTapObj[(int)eMenuTap.FaceGram].transform.Find("TabList/TabSpecial/Dot").gameObject.SetActive(isSpecialNutakuReddot);
    menuTapObj[(int)eMenuTap.FaceGram].transform.Find("TabList/TabAccessory/TabAccessoryOn").gameObject.SetActive(true);
    menuTapObj[(int)eMenuTap.FaceGram].transform.Find("TabList/TabAccessory/TabAccessoryOff").gameObject.SetActive(false);
    //menuTapObj[(int)eMenuTap.FaceGram].transform.Find("TabList/TabAccessory/TabAccessoryOff").gameObject.SetActive(true);
    //for (int j = 0; j < menuTapObj[(int)eMenuTap.FaceGram].transform.Find("ListTab/TabAccessory").gameObject.transform.childCount; j++)
    //{
    //    menuTapObj[(int)eMenuTap.FaceGram].transform.Find("ListTab/TabAccessory").gameObject.transform.GetChild(j).gameObject.SetActive(true);
    //}
    menuTapObj[(int)eMenuTap.FaceGram].transform.Find("AccessoryList/BtnWealth").gameObject.SetActive(false);
    menuTapObj[(int)eMenuTap.FaceGram].transform.Find("AccessoryList/BtnSense").gameObject.SetActive(false);
    menuTapObj[(int)eMenuTap.FaceGram].transform.Find("AccessoryList/BtnGanzi").gameObject.SetActive(false);
    // menuTapObj[(int)eMenuTap.FaceGram].transform.Find("GirlListNormal/GirlList/GirlScrollbar").gameObject.SetActive(false);
    // menuTapObj[(int)eMenuTap.FaceGram].transform.Find("GirlListSpecial/GirlList/GirlScrollbar").gameObject.SetActive(false);
    // menuTapObj[(int)eMenuTap.FaceGram].transform.Find("ItemList/ItemListScrollbar").gameObject.SetActive(false);
    // menuTapObj[(int)eMenuTap.FaceGram].transform.Find("AccessoryList/AccessoryListScrollbar").gameObject.SetActive(true);
}
break;
}
```

## ■ 길드 스킬



길드 스킬1



길드 스킬2

## 길드 스킬 – sample code

```
public void openguildmenu(guildmenu menu) // 0 : 비율, 1 : guildmission, 2: guildstore
{
    if (!guildobj) return;
    bool isReInstantiate = false;

    SoundManager.Instance.Play(SoundType.SE_ButtonClick);

    Destroy(guildmissionobj);
    if (menu != guildmenu.guildstore || guildstoreobj == null || guildstoreobj.activeSelf == false)
    {
        Destroy(guildstoreobj);
        isReInstantiate = true;
    }

    Destroy(guilddungeonobj);
    Destroy(guildrankingobj);
    Destroy(guildChageRewardObj);
    Destroy(GuildMembersContribution);
    Destroy(guildEmblemObj);

    guildobj.transform.Find("GuildLobby/GuildPopup").gameObject.SetActive(false);

    if (menu == guildmenu.guildPrivateSkill)
    {
        playerinfo playerInfo = GameManager.instance.GetPlayerinfo();
        DateTime nowday = DateTime.Parse(DateTime.Now.Add(-ServerTimeGap).ToString("yyyy-MM-dd"));
        string[] checktime = playerInfo.Data_string[(int)playerinfo.ST_characterdata_string.createtime].Split(' ');
        DateTime createTime = DateTime.Parse(checktime[0]);
        long damage = GameManager.instance.GetPlayerinfo().Data_int[(int)playerinfo.ST_characterdata_int.achieve33count];
        long limithp = 0;
        string powertext = "";
        int.TryParse(GetContentsOpenTermsUser(playerinfo.ContentsOpenTermCategoriesByUser.guildDimentionCrack), out int checkday);
    }
}
```

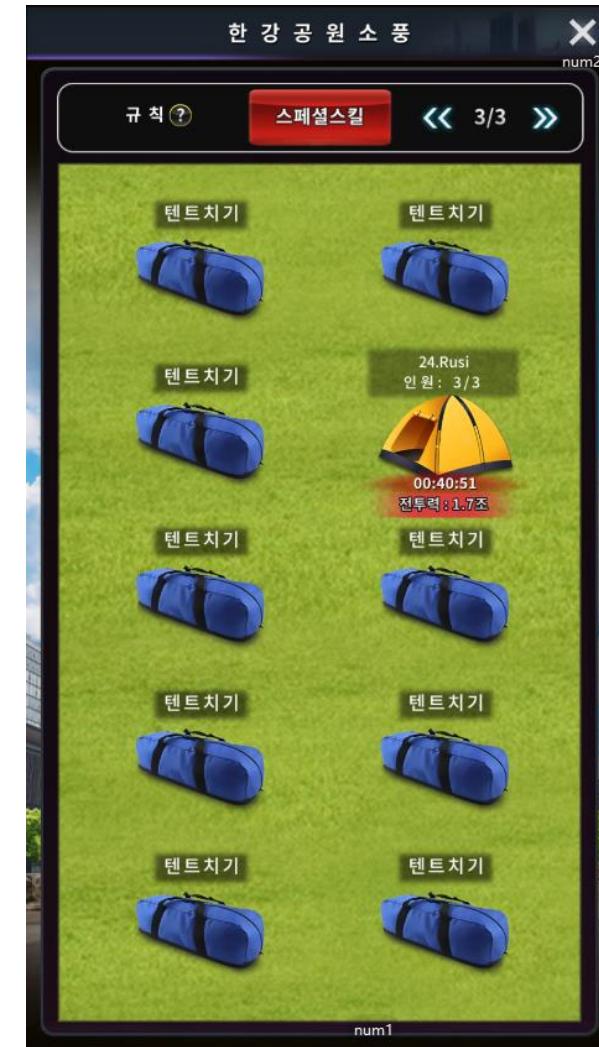
## ■ 소풍 텐트에 전투력 표시



1 번 구역



2번 구역



## 3번 구역

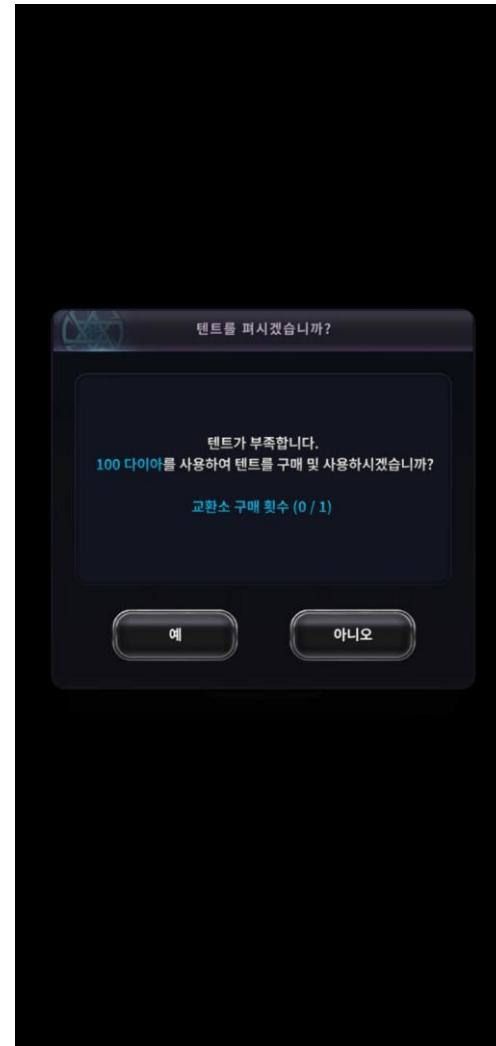
## ■ 소풍 텐트에 전투력 표시 – sample code

```
if (point >= 10000)
{
    point = point / 10000;
    Int64 underpoint = Int64.Parse(masterInfoDetail[(int)playerinfo.picnicMasterInfo.userRankPoint]);
    underpoint = underpoint / 100000000000;
    underpoint -= point * 10;
    if (point > 9)
        hostrankpoint = string.Format("{0:0,0}", point);
    else
        hostrankpoint = point.ToString();
    hostrankpoint += "." + underpoint;
    tentObj.transform.Find("Start/Power/BGred").gameObject.SetActive(true);
    tentObj.transform.Find("Start/Power/BGYellow").gameObject.SetActive(false);
    powerunit = TextManager.Instance.GetString("achievetitle_0049");
    hostrankpoint += powerunit;
}
else
{
    if (point >= 10)
    {
        hostrankpoint = string.Format("{0:0,0}", point);
        tentObj.transform.Find("Start/Power/BGred").gameObject.SetActive(true);
        tentObj.transform.Find("Start/Power/BGYellow").gameObject.SetActive(false);
    }
    else
        hostrankpoint = point.ToString();
    powerunit = TextManager.Instance.GetString("achievetitle_0045");
    hostrankpoint += powerunit;
}
else
{
    if (point > 9)
        hostrankpoint = string.Format("{0:0,0}", point);
    else
        hostrankpoint = point.ToString();
    powerunit = TextManager.Instance.GetString("power_10thousand");
    hostrankpoint += powerunit;
}
string power = TextManager.Instance.GetString("power_name");
tentObj.transform.Find("Start/Timer").GetComponent<UILabel>().text = strHour + ":" + strMinute + ":" + strSecond;
tentObj.transform.Find("Start/Power/Label").GetComponent<UILabel>().text = power + " : " + hostrankpoint;
ProcessButton.instance.AddOnClickEvent(tentObj.transform.Find("Start").GetComponent<UIButton>(), "OnClickTent", tentIndex, typeof(string));
}
```

## ■ 소풍 텐트 부족시 다이아로 바로 구매되도록



오픈 시도



다이아 구매

## ■ 소풍 텐트 부족시 다이아로 바로 구매되도록 – sample code

```
string[] tentDataDetail = tentData.Split(',');

bool tentCount = false;

if (tentDataDetail[1] != "0")
{
    // 강화텐트
    if (userintdata(playerinfo.ST_characterdata_int.powerTentOpenItem) > 0)
        tentCount = true;
}
else
{
    // 그냥텐트
    if (userintdata(playerinfo.ST_characterdata_int.tentOpenItem) <= 0)
    {
        // 갓수 부족 텐트 구매
        UpdateDailyStorePackageListSetting();
        UpdateDailyStorePackageSetting();

        var dailystoreTemplate = GameDataManager.dailystoreNormal;

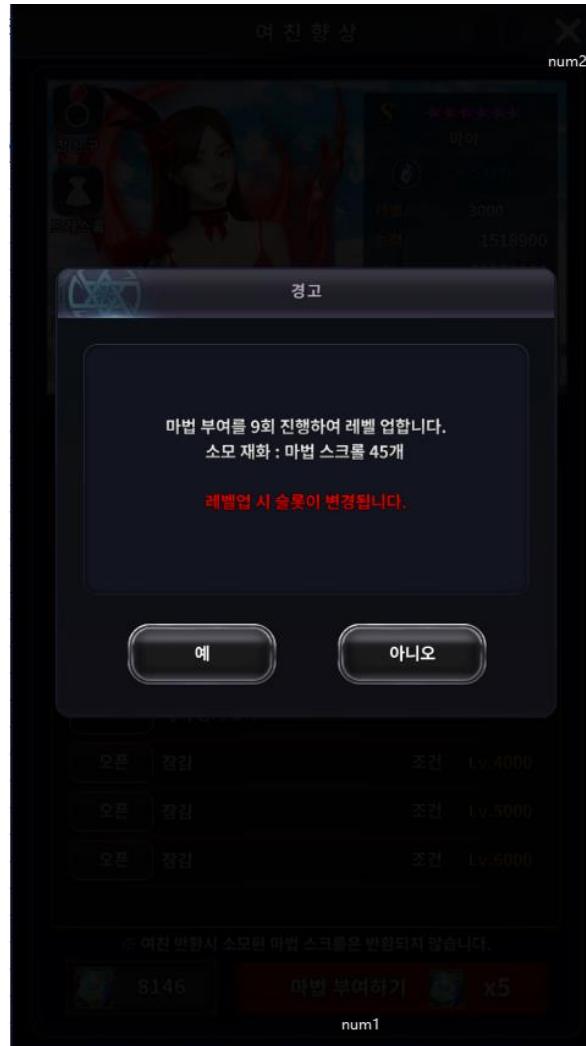
        string dailystoreTentIndex = "";

        if (diaBuyPackageList == null)
        {
            return;
        }
        for (int i = 0; i < diaBuyPackageList.Count; i++)
        {
            if (dailystoreTemplate[diaBuyPackageList[i], (int)GameDataManager.dailystore_.rewardtype1] == GameDataManager.goodstype[(int)playerinfo.goodsType.tentOpenItem, (int)GameDataManager.goodstype_.goodsid])
            {
                dailystoreTentIndex = diaBuyPackageList[i].ToString();
                break;
            }
        }
        sendtotalpacket3(Totalpacket_type.TentBuyDailystore, dailystoreTentIndex, tentDataDetail[0], tentDataDetail[1]);
        return;
    }
    tentCount = true;
}
```

# 여친 마법부여



마법 부여 전



마법 부여

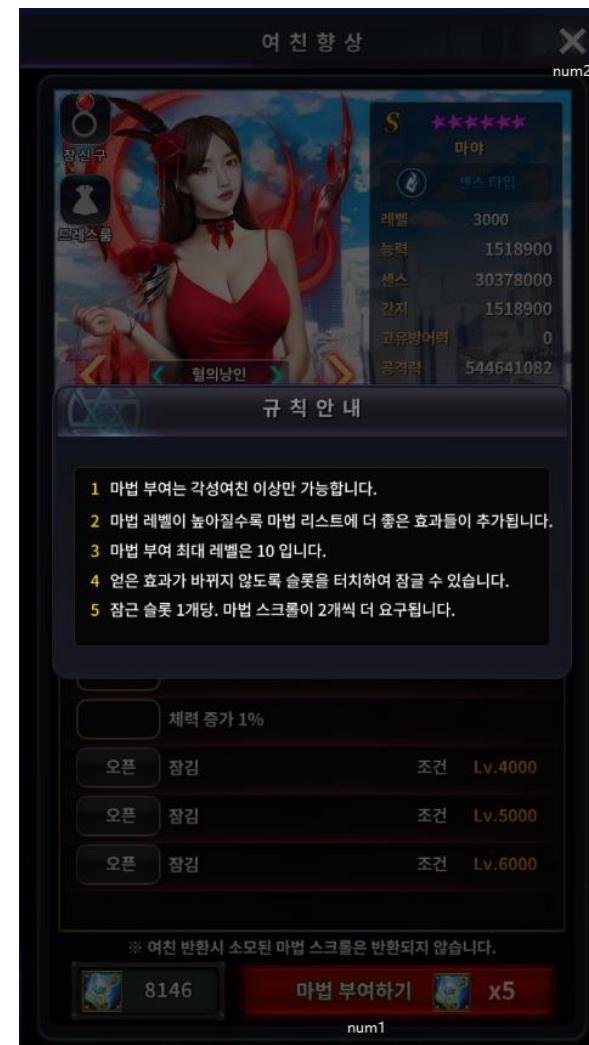


마법 부여 후

## ■ 여친 마법부여



마법 부여 리스트



마법 부여 규칙

## ■ 여친 마법부여 – sample code

```
public void changegirlMagicEnchanttabindex(int iGirlID)
{
    playerinfo player = GameManager.instance.GetPlayerinfo();
    var GirlDatas = player.inventory_memory[iGirlID];

    girlstateobj.transform.Find("MagicEnchant/BtnMagicList").GetComponent<UIButton>().onClick.Clear();
    girlstateobj.transform.Find("MagicEnchant/BtnMagicEnchance").GetComponent<UIButton>().onClick.Clear();

    int iDefalutSlotCount = int.Parse(GameDataManager.systemdataTemplate[(int)GameDataManager.systemdataid.EnchantSlotCount, (int)GameDataManager.systemdataTemplate_.value1]);
    int iMagicEnchantStarIndex = int.Parse(GameDataManager.systemdataTemplate[(int)GameDataManager.systemdataid.EnchantSlotCount, (int)GameDataManager.systemdataTemplate_.value2]);
    int iMagicEnchantMaxLv = int.Parse(GameDataManager.systemdataTemplate[(int)GameDataManager.systemdataid.EnchantMaxLv, (int)GameDataManager.systemdataTemplate_.value2]);

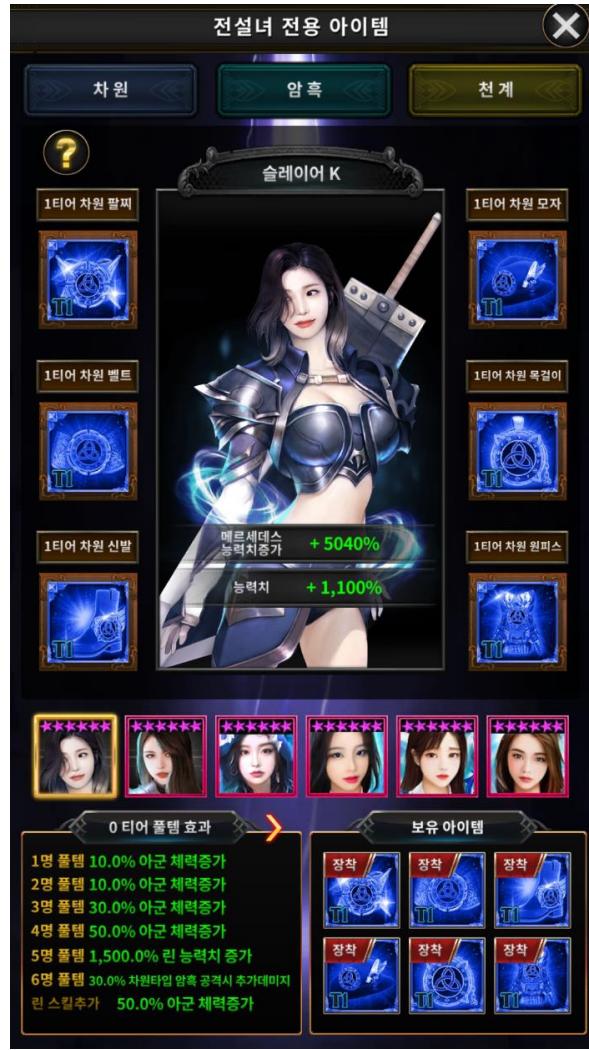
    int iCurMaxExp = 0;
    int iCurNeedMagicStone = 0;
    int iOneExp = 0;
    int iCount = 1;
    bool bIsMax = false;
    for (int i = iMagicEnchantStarIndex + 1; i < GameDataManager.Enchantment_systemTemplate.GetLength(0); ++i, ++iCount)
    {
        if (GirlDatas.MagicEnchantLv == iCount)
        {
            if (iMagicEnchantMaxLv == iCount)
                bIsMax = true;
            else
            {
                iCurMaxExp = int.Parse(GameDataManager.Enchantment_systemTemplate[i, (int)GameDataManager.Enchantment_systemTemplate_.value1]);
                iOneExp = int.Parse(GameDataManager.Enchantment_systemTemplate[i, (int)GameDataManager.Enchantment_systemTemplate_.value2]);
            }
            iCurNeedMagicStone = int.Parse(GameDataManager.Enchantment_systemTemplate[i, (int)GameDataManager.Enchantment_systemTemplate_.value4]);
        }
    }
    girlstateobj.transform.Find("MagicEnchant/MagicGoods/IconGoods").GetComponent<UISprite>().spriteName = Util.GetGoodsIcon(playerinfo.goodsType.MagicEnchantScroll);
    girlstateobj.transform.Find("MagicEnchant/MagicGoods/GoodsCount").GetComponent<UILabel>().text = player.Data_int[(int)playerinfo.ST_characterdata_int.MagicEnchantScroll].ToString();

    if (false == bIsMax)
    {
        girlstateobj.transform.Find("MagicEnchant/MagicLevel/Level").GetComponent<UILabel>().text = "LV." + GirlDatas.MagicEnchantLv;
    }
}
```

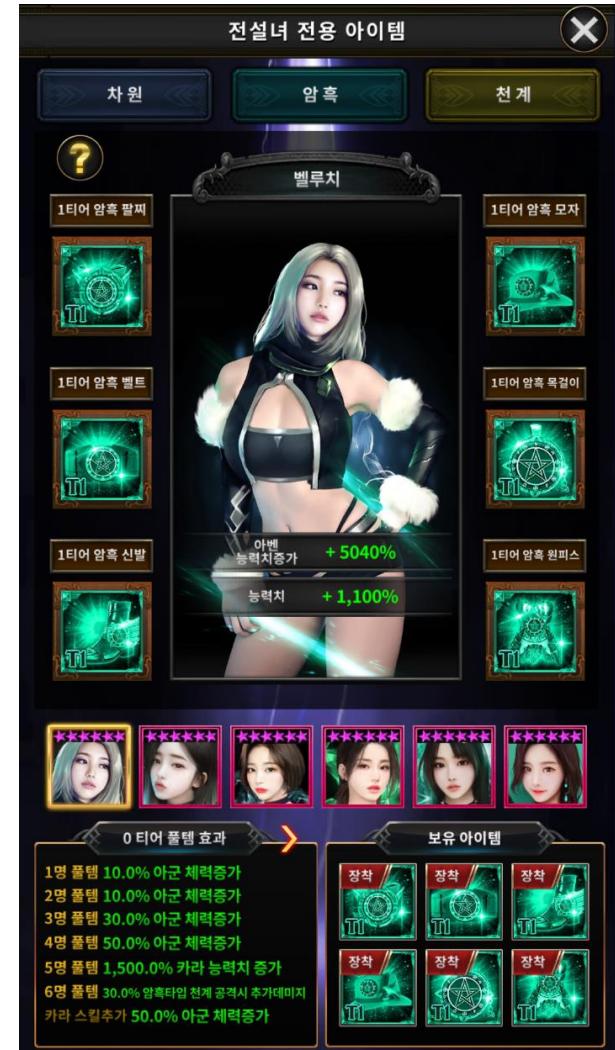
# ■ 전설녀 전용 아이템 티어 추가



천계녀 1티어 아이템



차원녀 1티어 아이템



암흑녀 1티어 아이템

## ■ 전설녀 전용 아이템 티어 추가 – sample code

```
public void ShowGirlPrivateItemInven(int girlID, bool girlStatUp = false, UI_STATE ui_state = UI_STATE.none)
{
    if (girlPrivateItemInven) Destroy(girlPrivateItemInven);

    SoundManager.Instance.Play(SoundType.Button12);

    playerinfo player = GameManager.instance.GetPlayerinfo();
    int girlindex = player.GetmemoryGirlIndex(girlID);
    if (girlindex > 0)
        selectGirlPrivateItemInvenGirlIndex = girlindex;
    girlPrivateItemInven = GetPrefabs("SpecialGirlItem/LegendGirlItemSlot");
    //여기확인
    if (ui_state == UI_STATE.none)
    {
        if (selectGirlPrivateItemInvenGirlIndex > 0)
            AddOnClickEvent(girlPrivateItemInven.transform.Find("Close").GetComponent<UIButton>(), "CloseGirlPrivateItemInven", selectGirlPrivateItemInvenGirlIndex, typeof(int), girlStatUp, typeof(bool));
        else
        {
            AddOnClickEvent(girlPrivateItemInven.transform.Find("Close").GetComponent<UIButton>(), "CloseGirlPrivateItemInven", 0, typeof(int), girlStatUp, typeof(bool));
        }
    }
    else if (ui_state != UI_STATE.none)
    {
        AddOnClickEvent(girlPrivateItemInven.transform.Find("Close").GetComponent<UIButton>(), "OnClickDestroyObj", girlPrivateItemInven, typeof(GameObject));
        AddOnClickEvent(girlPrivateItemInven.transform.Find("Close").GetComponent<UIButton>(), "ChangeUI", ui_state, typeof(UI_STATE));
    }
}

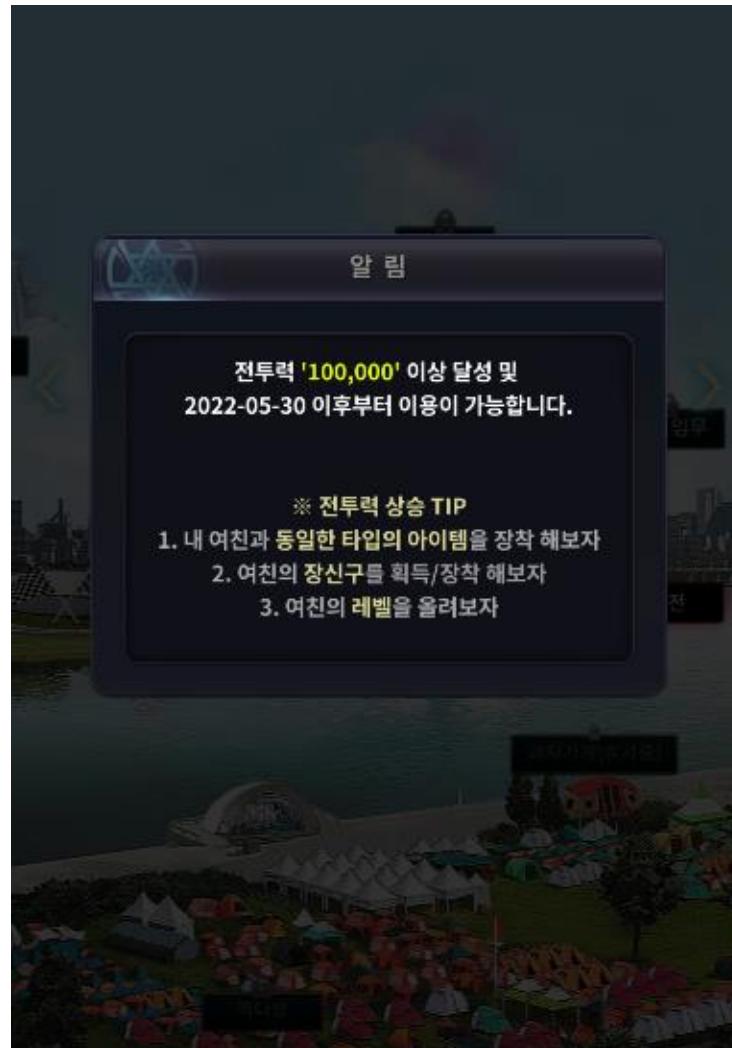
BackKeyManager.SetBackKeyAction(girlPrivateItemInven.transform.Find("Close").GetComponent<UIButton>());

AddOnClickEvent(girlPrivateItemInven.transform.Find("TabMenu/Tab1").GetComponent<UIButton>(), "SetPrivateItemInvenGroup", GameDataManager.GetGirlPrivateItemGrade1GirlID_Group(2), typeof(int)); // 자원
AddOnClickEvent(girlPrivateItemInven.transform.Find("TabMenu/Tab2").GetComponent<UIButton>(), "SetPrivateItemInvenGroup", GameDataManager.GetGirlPrivateItemGrade1GirlID_Group(3), typeof(int)); // 암흑
AddOnClickEvent(girlPrivateItemInven.transform.Find("TabMenu/Tab3").GetComponent<UIButton>(), "SetPrivateItemInvenGroup", GameDataManager.GetGirlPrivateItemGrade1GirlID_Group(1), typeof(int)); // 천계
```

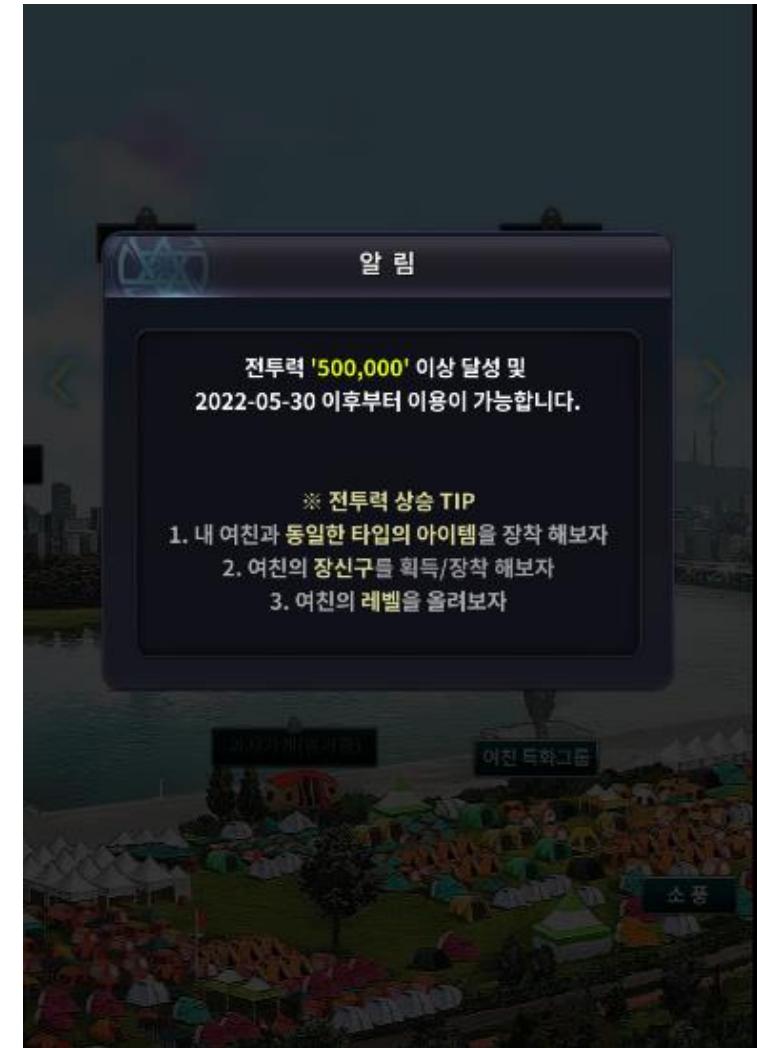
## ■ 각 컨텐츠 입장 전투력 제한 걸기



명예의 전당 전투력 제한

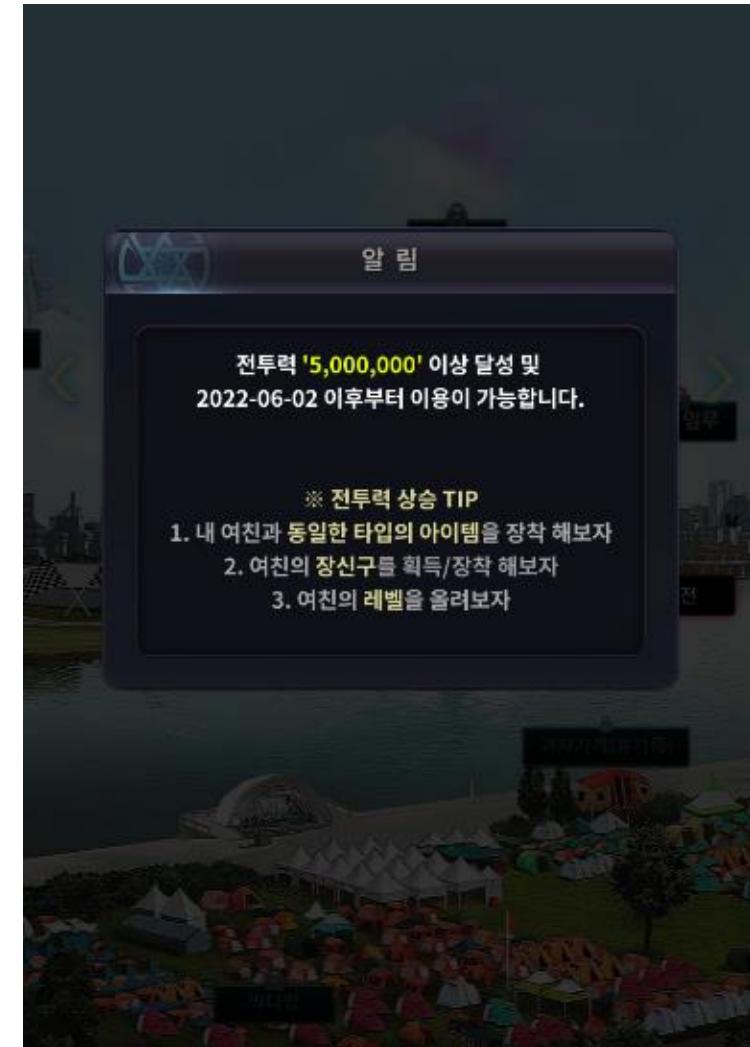
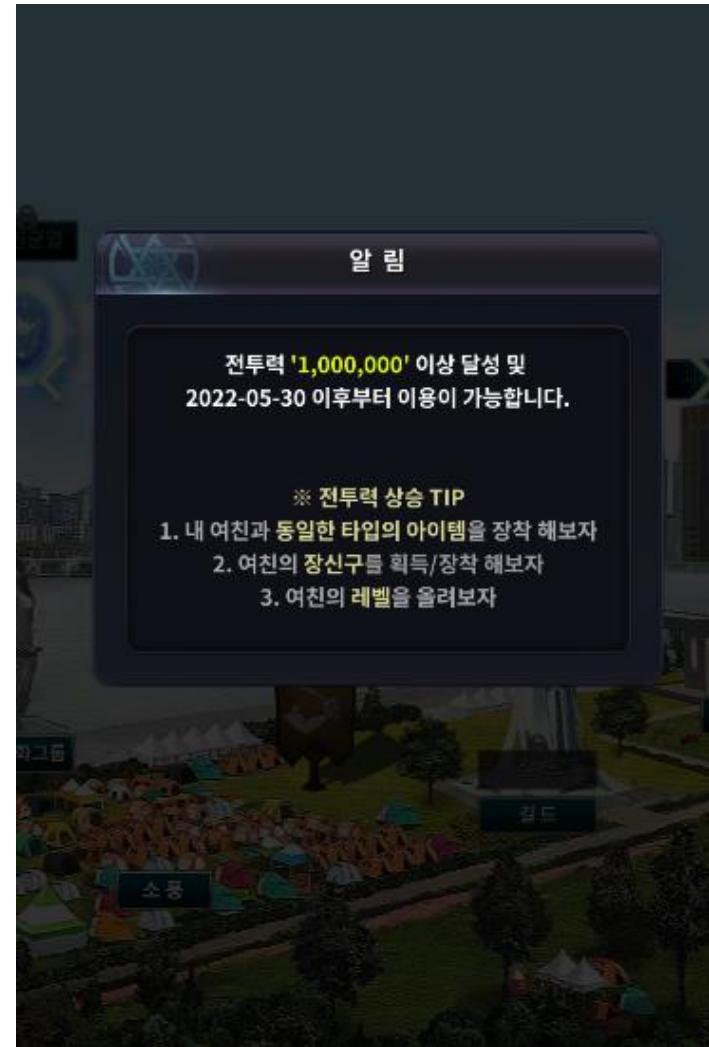
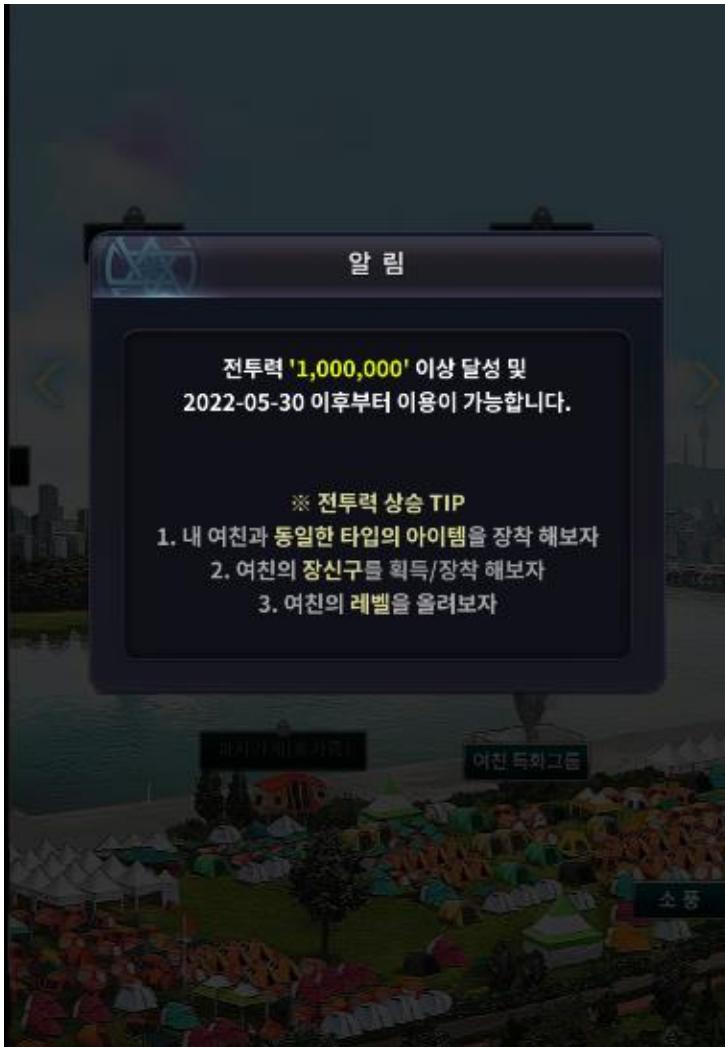


강의실 전투력 제한



파견임무, 미지의던전 전투력 제한

## ■ 각 컨텐츠 입장 전투력 제한 걸기

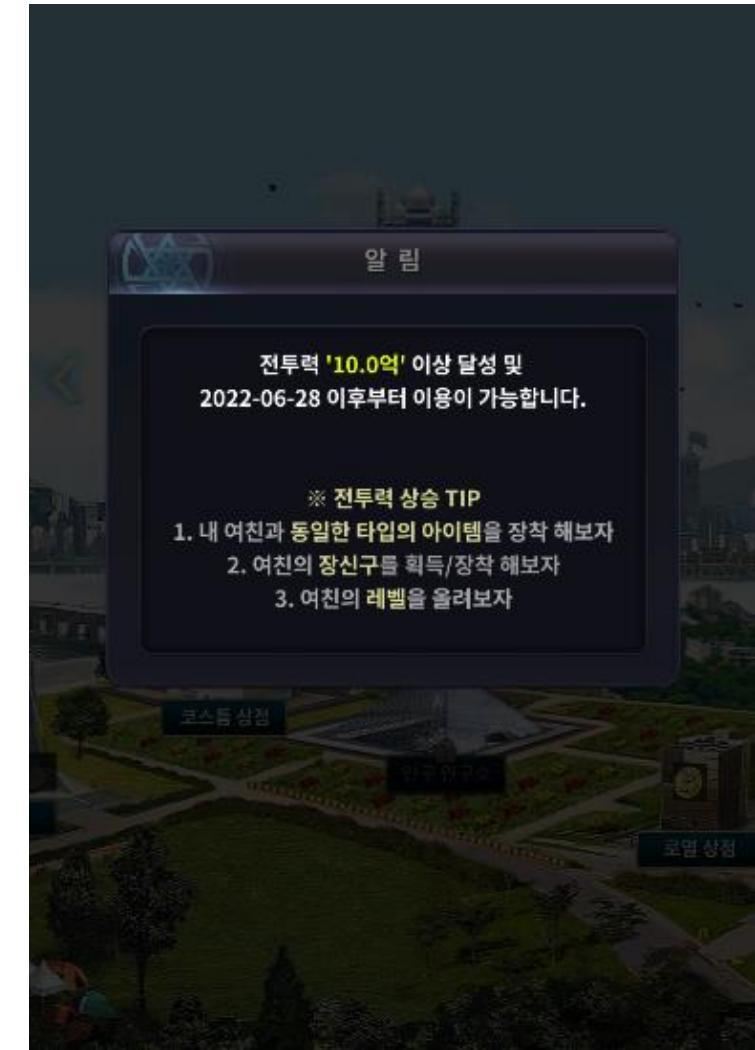
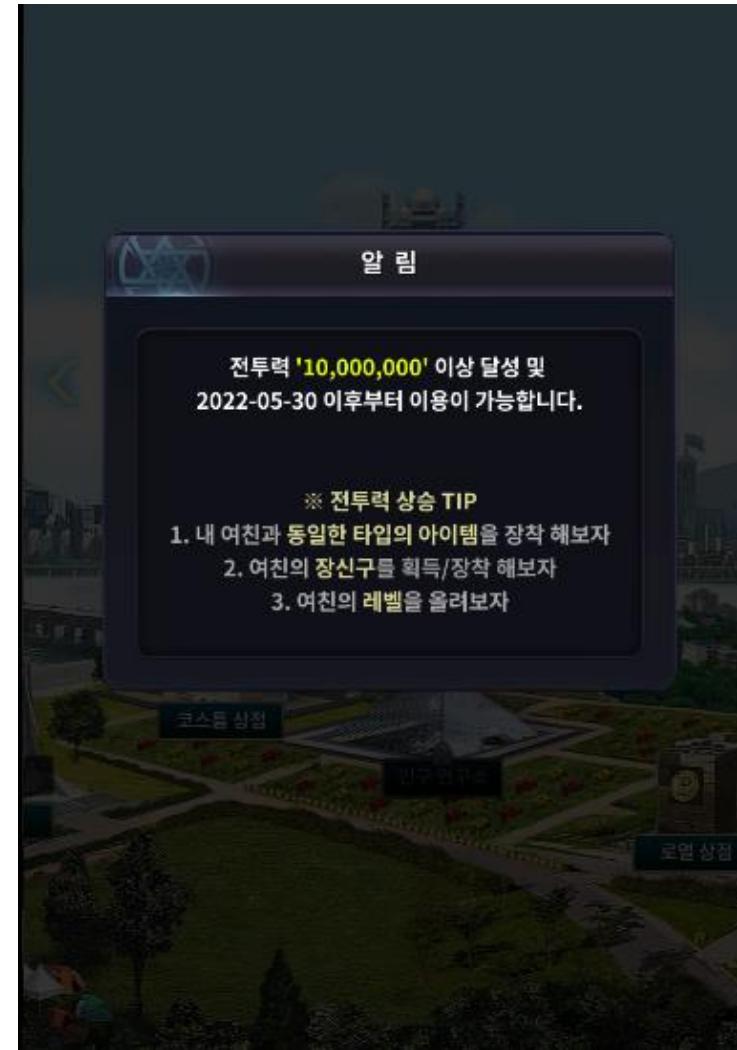
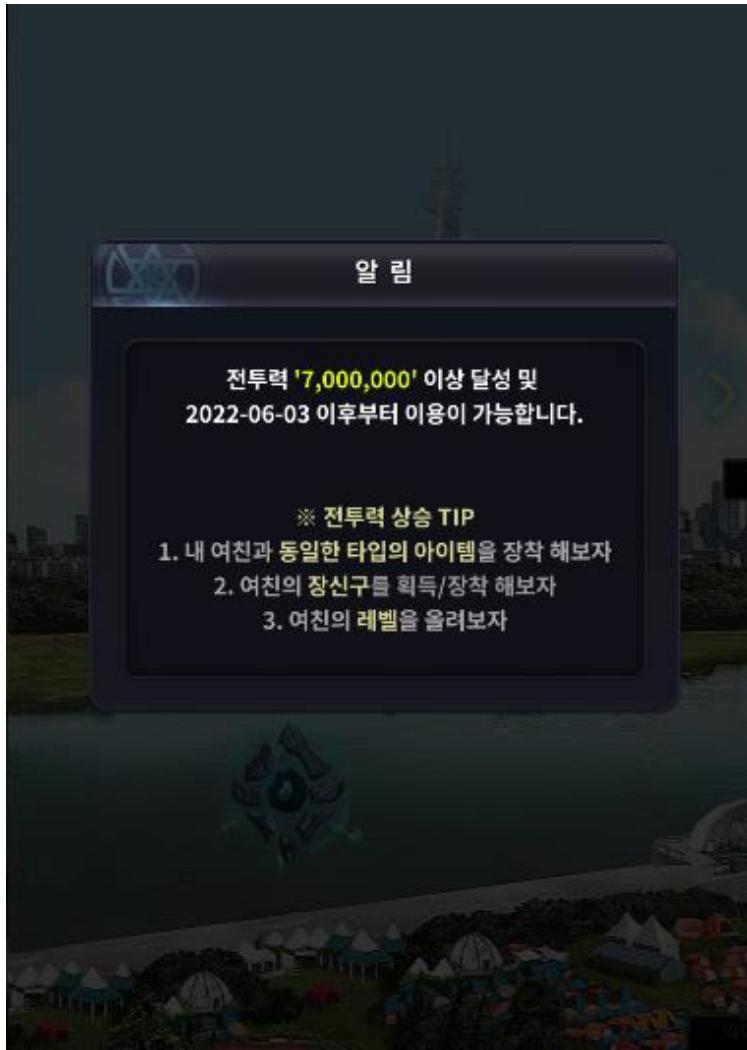


차원균열 전투력 제한

난투전 전투력 제한

전설던전 전투력 제한

## ■ 각 컨텐츠 입장 전투력 제한 걸기



카오스룬 전투력 제한

인구연구소 전투력 제한

시즌컨텐츠 전투력 제한

## ■ 각 컨텐츠 입장 전투력 제한 걸기 – sample code

```
int iKinds = int.Parse(GameDataManager.systemdataTemplate[(int)GameDataManager.systemdataid.GuildWar, (int)GameDataManager.systemdataTemplate_.value2]);
WorldMapMainObj.transform.Find("Scroll/Texture/GuildWar").gameObject.SetActive(true);

if (0 == iKinds)
{
    int.TryParse(GetContentsOpenTermsUser(playerinfo.ContentsOpenTermCategoriesByUser.GuildWar), out int checkday);

    limithp = long.Parse(GameDataManager.systemdataTemplate[(int)GameDataManager.systemdataid.GuildWar, (int)GameDataManager.systemdataTemplate_.value1]);
    Power = ProcessButton.instance.GetOverNumString(limithp, 0.0, "N0");
    WorldMapMainObj.transform.Find("Scroll/Texture/GuildWar").GetComponent<UIButton>().onClick.Clear();
    bool checkserver = checkContentOpenTerm_byServer(playerinfo.ContentsOpenTermCategories.GuildWar, out string openday);
    bool checkuser = nowday >= createTime.AddDays(checkday) ? true : false;
    if (checkuser && checkserver && damage >= limithp)
    {
        WorldMapMainObj.transform.Find("Scroll/Texture/GuildWar/Cover").gameObject.SetActive(false);
        AddOnClickEvent(WorldMapMainObj.transform.Find("Scroll/Texture/GuildWar").GetComponent<UIButton>(), "ChangeUIWithWorldMapPosition", UI_STATE.GuildWar, typeof(UI_STATE));
    }
    else
    {
        WorldMapMainObj.transform.Find("Scroll/Texture/GuildWar/Cover").gameObject.SetActive(true);
        WorldMapMainObj.transform.Find("Scroll/Texture/GuildWar/Cover/Term").gameObject.SetActive(false);
        WorldMapMainObj.transform.Find("Scroll/Texture/GuildWar/Cover/Guild").gameObject.SetActive(false);
        string Ment = "";
        if (!checkuser)
        {
            Ment = string.Format(TextManager.Instance.GetString("PB_TEXT_WORLDMAP_CONTENTS_LIMIT"), Power, createTime.AddDays(checkday).ToString("yyyy-MM-dd"));
        }
        else
        {
            Ment = string.Format(TextManager.Instance.GetString("PB_TEXT_WORLDMAP_CONTENTS_LIMIT"), Power, openday);
        }
        AddOnClickEvent(WorldMapMainObj.transform.Find("Scroll/Texture/GuildWar").GetComponent<UIButton>(),
            "MessageBox", false, typeof(bool), "", typeof(string), TextManager.Instance.GetString("UI_TEXT_0011"), typeof(string), MENT, typeof(string));
    }
}
```

## ■ 메인이벤트 스파인 이미지 사용 가능하게 개발



idle 상태 스파인



idle 상태 스파인



item 상태 스파인

## ■ 메인이벤트 스파인 이미지 사용 가능하게 개발 – sample code

```
참조 1개
void SetPrefabs(int mainEventTemplateIndex)
{
    // 여기서 부터 백, 캐릭터, 커버, 이펙트, 불러오는곳
    string backPath = GameDataManager.MainEventTemplate[mainEventTemplateIndex, (int)GameDataManager.MainEventDatas.BackgroundPath];
    string characterPath = GameDataManager.MainEventTemplate[mainEventTemplateIndex, (int)GameDataManager.MainEventDatas.CharacterPath];
    string coverPath = GameDataManager.MainEventTemplate[mainEventTemplateIndex, (int)GameDataManager.MainEventDatas.CoverPath];
    string effect1Path = GameDataManager.MainEventTemplate[mainEventTemplateIndex, (int)GameDataManager.MainEventDatas.EffectPath1];
    string effect2Path = GameDataManager.MainEventTemplate[mainEventTemplateIndex, (int)GameDataManager.MainEventDatas.EffectPath2];

    if (eventBackObj == null)
    {
        Transform eventMainTransform = ProcessButton.instance.rankingeventplayobj.transform.Find("EventMain");
        eventBackObj = ProcessButton.instance.GetPrefabsBaseWithPath("MainEventBackground/" + backPath, eventMainTransform);
        eventBackObj.name = "EventBackground";
    }

    if (eventCharacterObj == null)
    {
        Transform eventCharacterTransform = ProcessButton.instance.rankingeventplayobj.transform.Find("EventMain/EventBackground/EventImage/EventCharacter");

        // 구글 원스토어 이미지 분리
        if (ClientVersion.PatchState == ClientVersion.PatchMode.LocalGoogle || ClientVersion.PatchState == ClientVersion.PatchMode.DownLoadGoogle)
        {
            string googlecharacterPath = GameDataManager.MainEventTemplate[mainEventTemplateIndex, (int)GameDataManager.MainEventDatas.CharacterPathGoogle];
            eventCharacterObj = ProcessButton.instance.GetPrefabsBaseWithPath("EventSpine/" + googlecharacterPath, eventCharacterTransform);

            string useSpine = GameDataManager.MainEventTemplate[mainEventTemplateIndex, (int)GameDataManager.MainEventDatas.UseSpine];

            if (useSpine == "Yes")
            {
                // 캐릭터가 스파인
                var animation = eventCharacterObj.GetComponentInChildren<SkeletonAnimation>();
                if (animation != null)
```

# 첫 충전 혜택



1일차 보상



2일차 보상



3일차 보상

## ■ 첫 충전 혜택 – sample code

```
줄수 0개
public void ShowFirstPack(GameObject PurchaseEventObj)
{
    if (false == PurchaseEventObj)
        return;
    PurchaseEventObj.transform.Find("ProductMain/BtnPurchase").GetComponent<UIButton>().onClick.Clear();

    string FirstPackData = userintdata(playerinfo.ST_characterdata_string.FirstPurchaseData);

    for (int i = 1; i <= int.Parse(GameDataManager.systemdataTemplate[(int)GameDataManager.systemdataid.FirstPurchaseBM, (int)GameDataManager.systemdataTemplate_.value1]); ++i)
    {
        PurchaseEventObj.transform.Find("ProductMain/TabDay/TabDay" + i.ToString() + "/Label").GetComponent<UILabel>().text =
            string.Format(TextManager.Instance.GetString("SVR_TEXT_PARAM1"), i.ToString()) + TextManager.Instance.GetString("GM_TEXT_DAILYREWARDDAY");
        AddOnClickEvent(PurchaseEventObj.transform.Find("ProductMain/TabDay/TabDay" + i.ToString()).GetComponent<UIButton>(), "ShowFirstPack_Item", PurchaseEventObj, typeof(GameObject), i, typeof(int));
    }

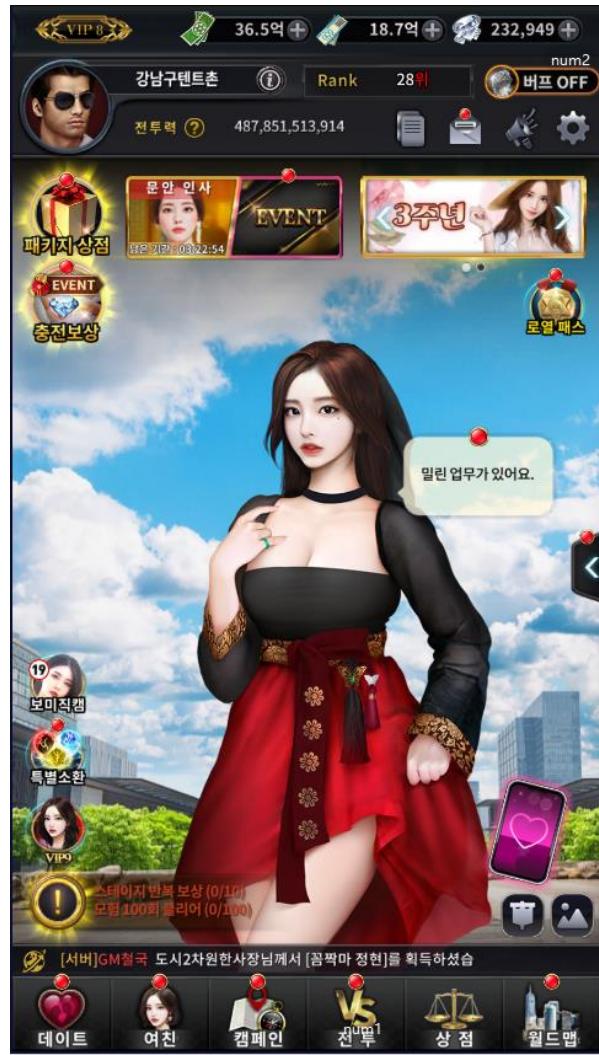
    string FirstChargeDaily = PlayerPrefs.GetString(string.Format("{0}_{1}_FirstChargeDaily", FileManager.ServerID, FileManager.id));
    string DailyMission = GameManager.instance.GetPlayerinfo().Data_string[(int)playerinfo.ST_characterdata_string.dailyMission];

    if (FirstChargeDaily != DailyMission)
    {
        PlayerPrefs.SetString(string.Format("{0}_{1}_FirstChargeDaily", FileManager.ServerID, FileManager.id), GameManager.instance.GetDatetimeNow().ToString("yyyy-MM-dd"));
    }

    if (string.IsNullOrEmpty(FirstPackData))
    {
        PurchaseEventObj.transform.Find("ProductMain/BtnPurchase").gameObject.SetActive(true);
        PurchaseEventObj.transform.Find("ProductMain/BtnGetReward").gameObject.SetActive(false);

        ShowFirstPack_Item(PurchaseEventObj);
    }
    else
}
```

## ■ 로비 UI 변경



## ■ 로비 UI 변경



첫 충전 선물



Vip 룸



일일 임무 탭

## ■ 로비 UI 변경 – sample code

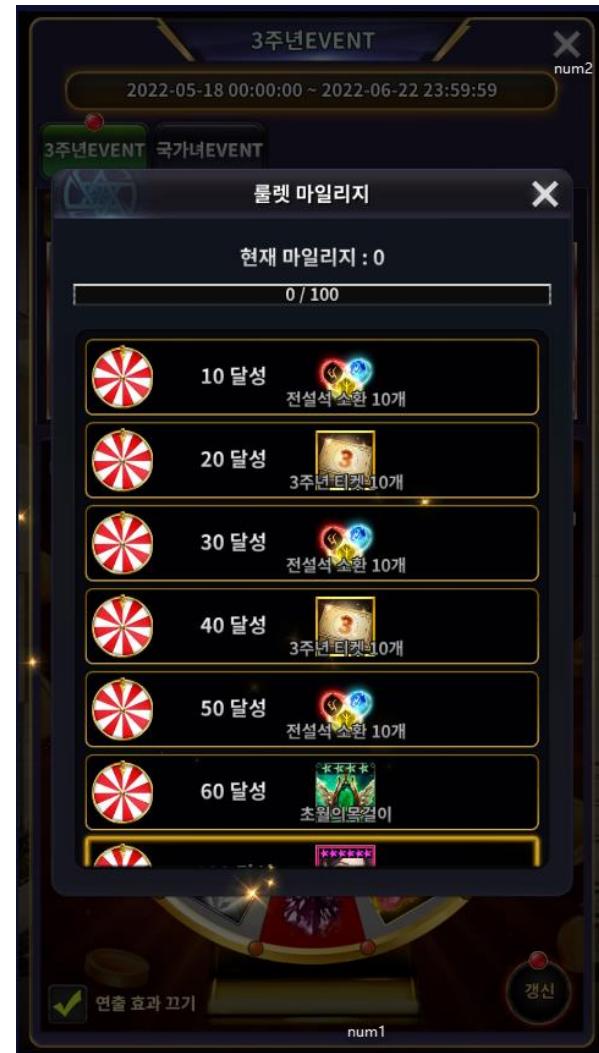
```
case UI_STATE.lobby:
{
    if (ismoveinfinity)
    {
        ClickInfinityMission();
        break;
    }
    rankingeventplaytab_Last = 0;
    if (adventureobj)
    {
        stageScrollViewSaveOffset.x = adventureobj.transform.Find("StageScrollView").transform.localPosition.x;
        stageScrollViewSaveOffset.y = adventureobj.transform.Find("StageScrollView").GetComponent<UIPanel>().clipOffset.x;
    }
    sendtotalpacket3(Totalpacket_type.ResetGachaSale, "", "", "");
    sendtotalpacket(Totalpacket_type.CheckContents, "", "");
    friendShipTutorialClickCount = 0;
    sendtotalpacket(Totalpacket_type.rankingeventChecktimeEnter, "0", "");
    VipStoreSalingList = "";
    sendtotalpacket(Totalpacket_type.VipStoreItemList, "1", "");
    //if (string.IsNullOrEmpty(GameManager.instance.GetPlayerinfo().Data_string[(int)playerinfo.ST_characterdata_string.oneTimePackageFlag])
    //    || string.IsNullOrEmpty(GameManager.instance.GetPlayerinfo().Data_string[(int)playerinfo.ST_characterdata_string.specialTimePackageFlag]))
    //    sendtotalpacket(Totalpacket_type.updateOneTimePackageData, "", "");
    curUIState = UI_STATE.lobby;
    //StartCoroutine(LobbyGirlEventTalkballoonProcess(10.0f));
    specialGirlSummonDotCheck();
    //모델소환 레드닷
    summonModelRedDotCheck();
    if (needRefreshMainEventReddot)
    {
        sendtotalpacket3(Totalpacket_type.getUserMainEventDataForReddot, rankingeventindex, "", "1");
    }

    MainUIObj[(int)eMainUI.lobby].transform.Find("BtnBuff").GetComponent<UIButton>().onClick.Clear();
    AddOnClickEvent(MainUIObj[(int)eMainUI.lobby].transform.Find("BtnBuff").GetComponent<UIButton>(), "ShowBuffInfoPopUp");
    if (checkTimerBuffEnable())
    {
        MainUIObj[(int)eMainUI.lobby].transform.Find("BtnBuff/BuffOn").gameObject.SetActive(true);
        MainUIObj[(int)eMainUI.lobby].transform.Find("BtnBuff/BuffOff").gameObject.SetActive(false);
    }
    else
    {
        MainUIObj[(int)eMainUI.lobby].transform.Find("BtnBuff/BuffOn").gameObject.SetActive(false);
        MainUIObj[(int)eMainUI.lobby].transform.Find("BtnBuff/BuffOFF").gameObject.SetActive(true);
    }
}
```

## ■ 룰렛 컨텐츠



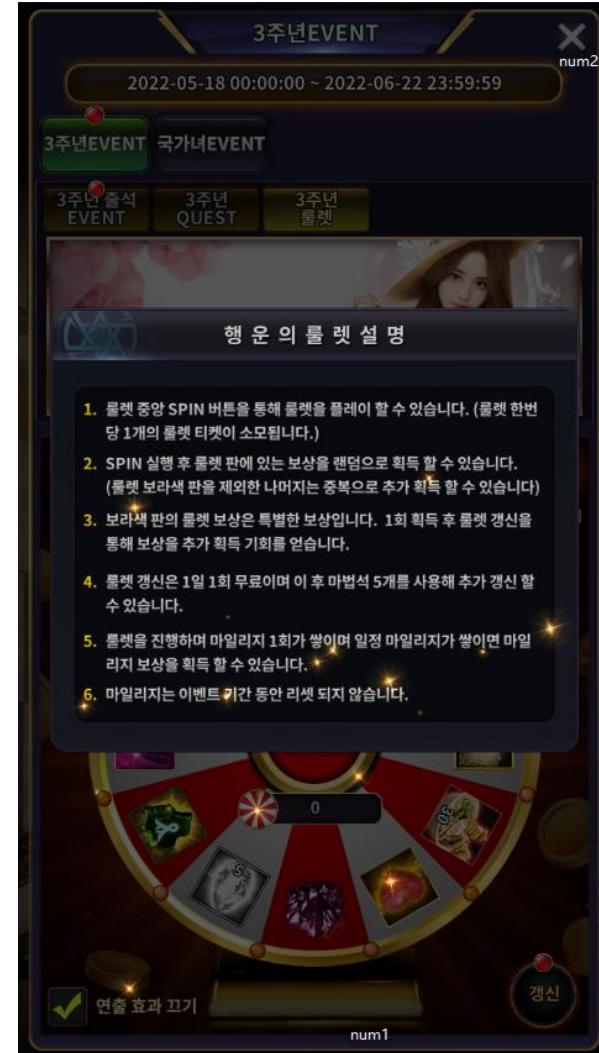
룰렛



룰렛 마일리지 리스트



룰렛 마일리지 수령



룰렛 규칙

## ■ 룰렛 컨텐츠 – sample code

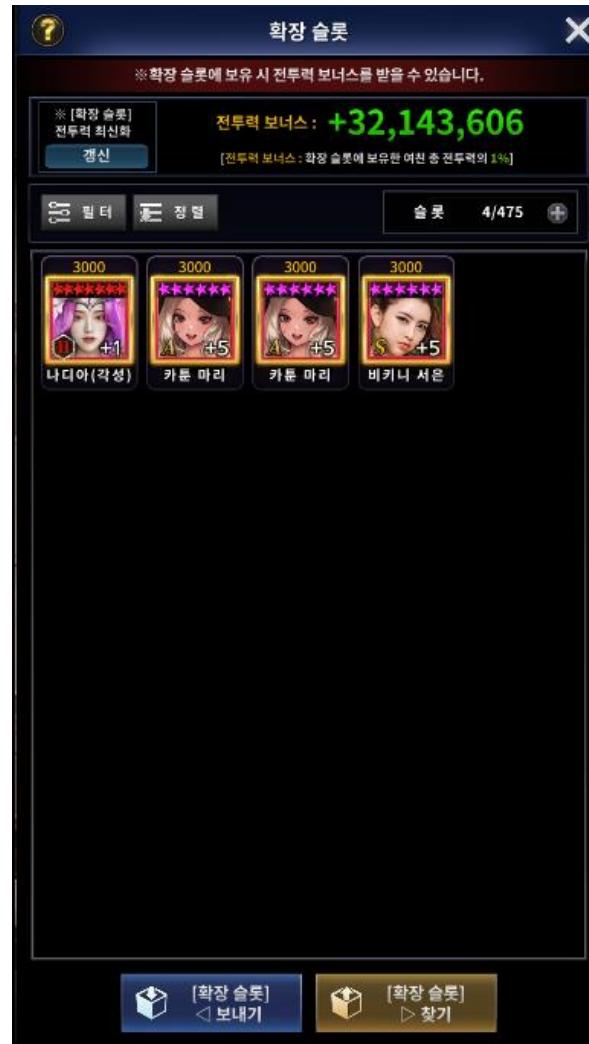
```
public void ZEventReturnRoulette(string input, bool bLight = false)
{
    ProcessButton.instance.bSendRoulettePacket = false;
    if (ProcessButton.instance.ZEventObj)
        ProcessButton.instance.ZEventObj.transform.Find("Back").gameObject.SetActive(false);
    if (ZEventObj == null)
        return;

    int.TryParse(input, out int _index);
    nowTab = 5;
    if (ZEventObj.transform.Find("EventContents/Scroll View/Grid/seven"))
        ZEventObj.transform.Find("EventContents/Scroll View/Grid/seven/TabOff").gameObject.SetActive(true);
    if (ZEventObj.transform.Find("EventContents/Scroll View/Grid/thirty"))
        ZEventObj.transform.Find("EventContents/Scroll View/Grid/thirty/TabOff").gameObject.SetActive(true);
    if (ZEventObj.transform.Find("EventContents/Scroll View/Grid/quest"))
        ZEventObj.transform.Find("EventContents/Scroll View/Grid/quest/TabOff").gameObject.SetActive(true);
    if (ZEventObj.transform.Find("EventContents/Scroll View/Grid/billing"))
        ZEventObj.transform.Find("EventContents/Scroll View/Grid/billing/TabOff").gameObject.SetActive(true);
    if (ZEventObj.transform.Find("EventContents/Scroll View/roulette"))
        ZEventObj.transform.Find("EventContents/Scroll View/roulette/TabOff").gameObject.SetActive(false);
    ZEventObj.transform.Find("Quest").gameObject.SetActive(false);
    ZEventObj.transform.Find("Attendance").gameObject.SetActive(false);
    ZEventObj.transform.Find("Scroll View").gameObject.SetActive(false);
    ZEventObj.transform.Find("LuckyRoulette").gameObject.SetActive(true);

    string roulette_string_data = GameDataManager.Zeventreturn[_index, (int)GameDataManager.ZeventReturn_.roulette_string_data];
    int.TryParse(roulette_string_data, out int _roulette_string_data);
    string roulette_string_info = GameDataManager.Zeventreturn[_index, (int)GameDataManager.ZeventReturn_.roulette_string_info];
    int.TryParse(roulette_string_info, out int _roulette_string_info);

    bool dot = false;
    dot = userintdata(playerinfo.ST_characterdata_int.rouletteTicket) > 0;
    string roulette_data = userintdata((playerinfo.ST_characterdata_string)_roulette_string_data);
    string roulette_info = userintdata((playerinfo.ST_characterdata_string)_roulette_string_info);
    string[] roulette_datas = roulette_data.Split('#');
```

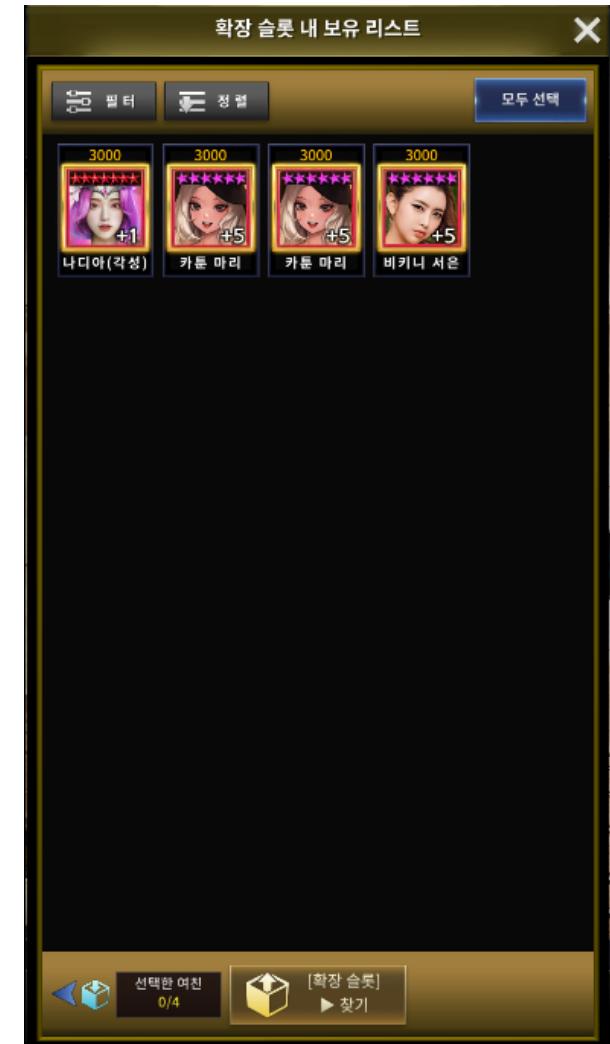
# 여친 확장 슬롯



확장 슬롯 로비

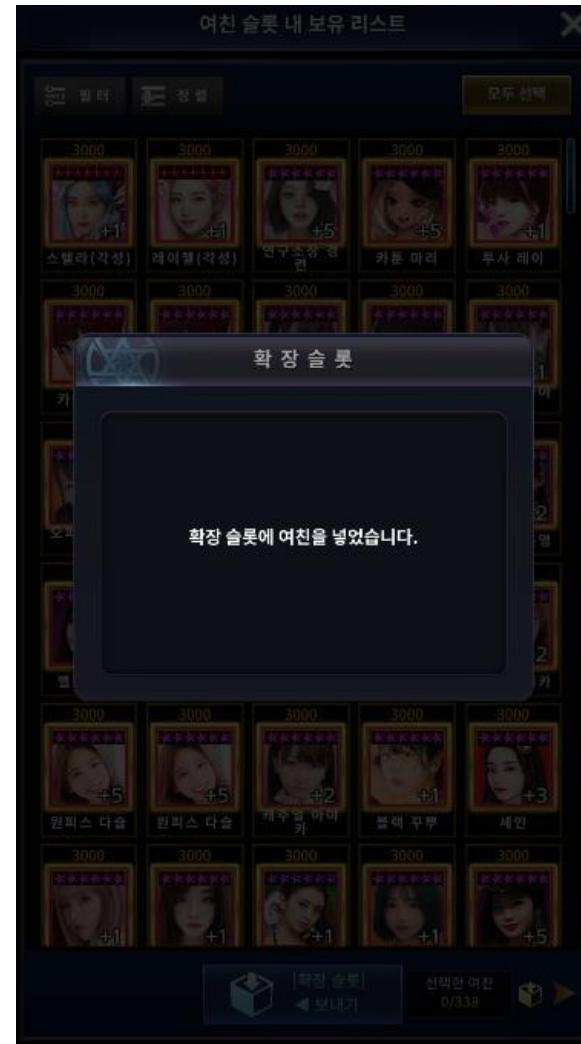


여친 슬롯 리스트



확장 슬롯 리스트

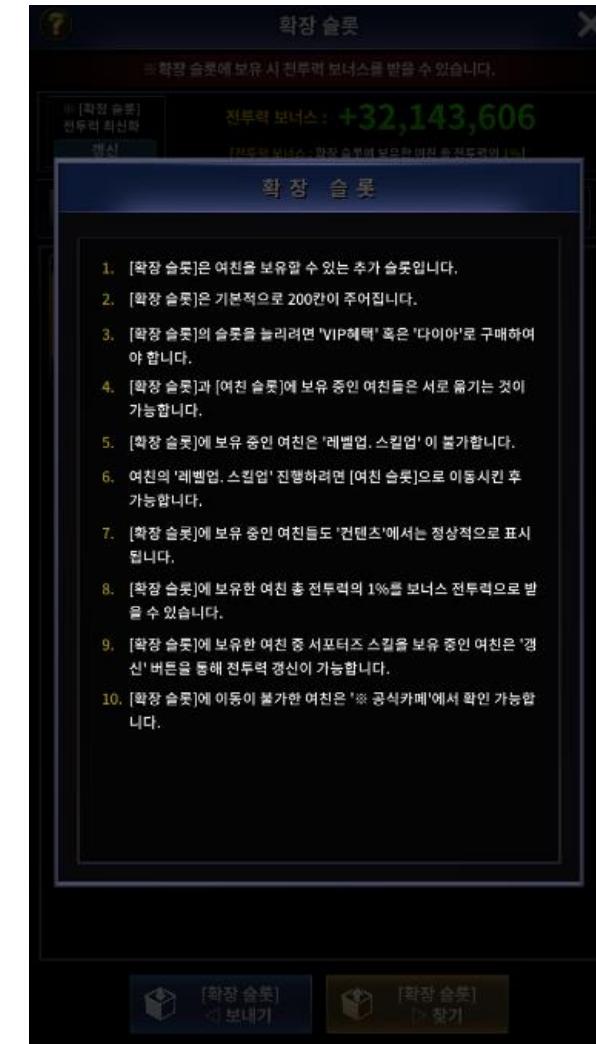
# 여친 확장 슬롯



슬롯 이동 리스트



슬롯 정렬 필터



확장 슬롯 규칙

## ■ 여친 확장 슬롯 – sample code

```
참조 1개
public void OpenAddSlot(Int64 addSlotBonusHP)
{
    if (MainUIObj[(int)eMainUI.property])
        MainUIObj[(int)eMainUI.property].SetActive(false);

    AddSlotObj = GetPrefabs("GirlSlot/GirlSlotMain");

    AddOnClickEvent(AddSlotObj.transform.Find("Close").GetComponent<UIButton>(), "CloseAddSlot");
    BackKeyManager.SetBackKeyAction(AddSlotObj.transform.Find("Close").GetComponent<UIButton>());

    UpdateAddSlotMainList(true, addSlotBonusHP);
    UpdateAddSlotMemoryWithFilter(false);
    memoryList = UpdateAddSlotMemoryWithSort(false);

    AddOnClickEvent(AddSlotObj.transform.Find("PowerContainer/BtnResetPower").GetComponent<UIButton>(), "CalcAddSlotHPServer");
    AddOnClickEvent(AddSlotObj.transform.Find("Filter").GetComponent<UIButton>(), "OpenAddSlotFilter", true, typeof(bool));
    AddOnClickEvent(AddSlotObj.transform.Find("BtnSort").GetComponent<UIButton>(), "OpenAddSlotSort", true, typeof(bool));
    AddOnClickEvent(AddSlotObj.transform.Find("BtnGirlStorage").GetComponent<UIButton>(), "OpenAddSlotStorage", 0.0f, typeof(int));
    AddOnClickEvent(AddSlotObj.transform.Find("BtnGirlWithdrawal").GetComponent<UIButton>(), "OpenAddSlotStorage", -720.0f, typeof(int));
    AddOnClickEvent(AddSlotObj.transform.Find("CurrentSlot/BtnAddSlot").GetComponent<UIButton>(), "askpopupcheck", null, eAskType.memoryGirlSlotAdd, typeof(eAskType), "", typeof(string));
    AddOnClickEvent(AddSlotObj.transform.Find("BtnRule").GetComponent<UIButton>(), "OpenAddSlotRule");
}
```

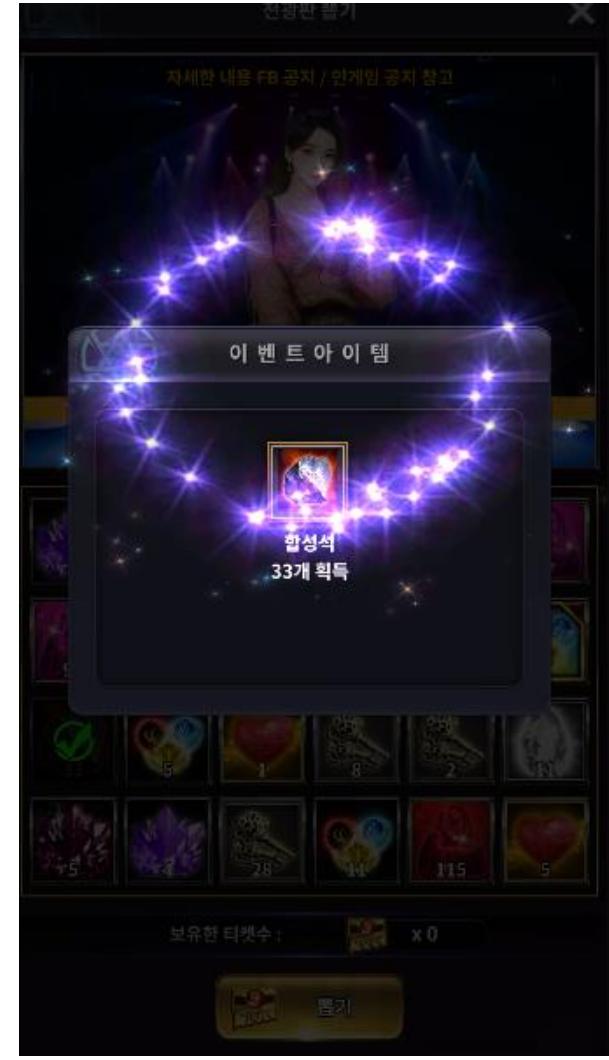
## ■ 전광판 뽑기



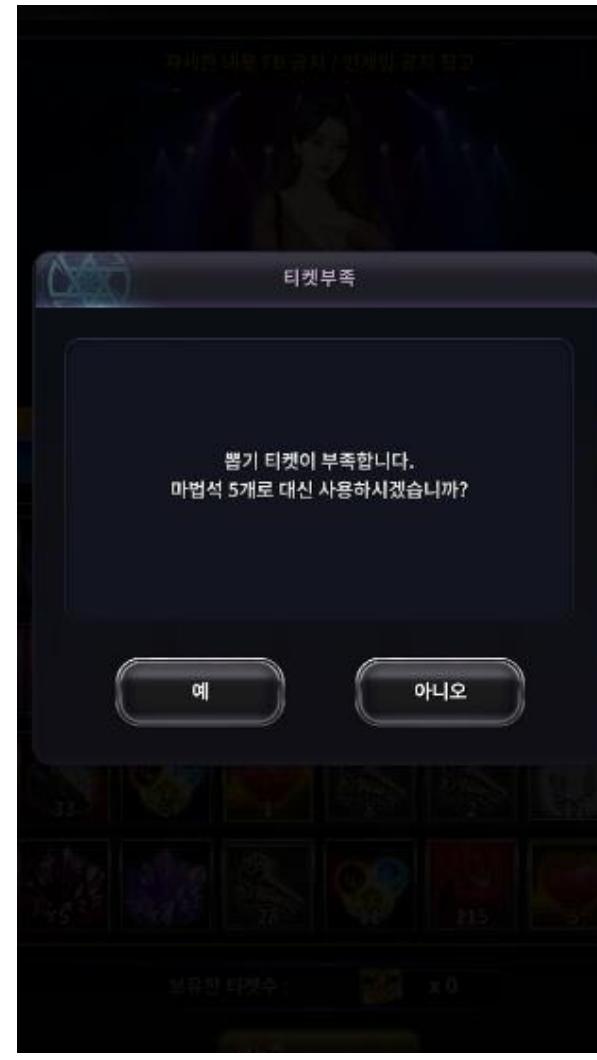
전광판 뽑기 입장



전광판 뽑기 로비

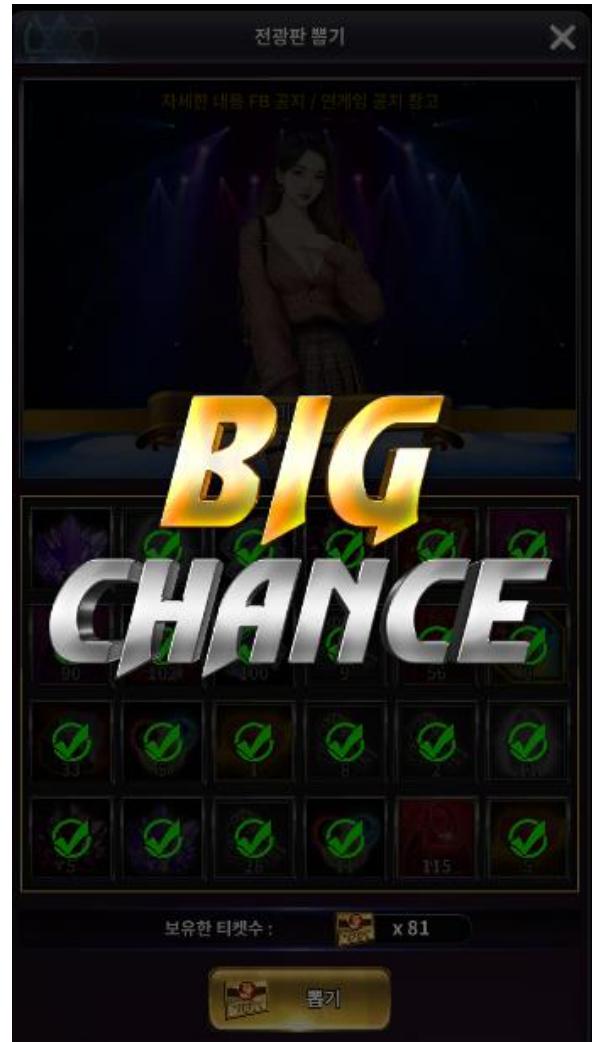


보상 획득



뽑기 대체 재화

## ■ 전광판 뽑기



확률적 특별 찬스



해당 여친 획득

## ■ 전광판 뽑기 – sample code

```
IEnumerator Gacha_Board_Coroutine(float time, string selectedItem)
{
    isGacha_Board_CoroutineRunning = true;
    GameObject beforeCoverObj = null;
    GameObject beforeEffectObj = null;
    List<GameObject> objList = new List<GameObject>();
    float aceltime = 0.1f;

    string sumTime = GameDataManager.systemdataTemplate[(int)GameDataManager.systemdataid.Gacha_boardSetTime, (int)GameDataManager.systemdataTemplate_.value3];
    string middleTimes = GameDataManager.systemdataTemplate[(int)GameDataManager.systemdataid.Gacha_boardSetTime, (int)GameDataManager.systemdataTemplate_.value1];
    string delayTimes = GameDataManager.systemdataTemplate[(int)GameDataManager.systemdataid.Gacha_boardSetTime, (int)GameDataManager.systemdataTemplate_.value2];

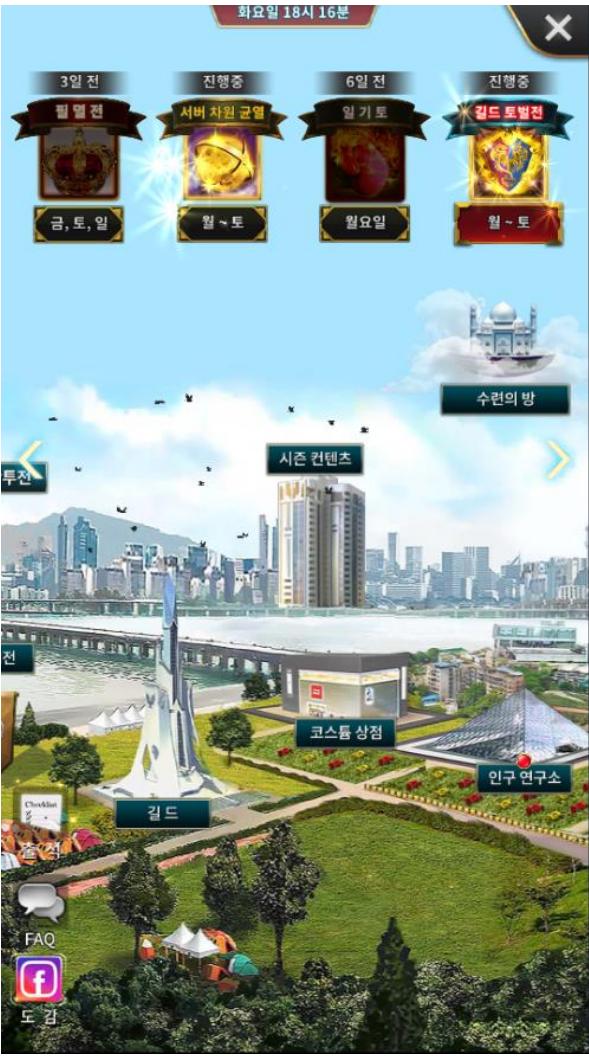
    string middleTime1 = middleTimes.Split('_')[0];
    string middleTime2 = middleTimes.Split('_')[1];
    string delayTime1 = delayTimes.Split('_')[0];
    string delayTime2 = delayTimes.Split('_')[1];
    string delayTime3 = delayTimes.Split('_')[2];

    gacha_board.transform.Find("Close").GetComponent<UIButton>().onClick.Clear();

    if (gacha_board != null)
    {
        objList.Add(gacha_board.transform.Find("MainGoods").gameObject);
        int childcount = gacha_board.transform.Find("Grid").childCount;
        for (int i = 0; i < childcount; i++)
        {
            objList.Add(gacha_board.transform.Find("Grid").GetChild(i).gameObject);
        }
        itemobjList = objList;
        int completeCount = 0;
        foreach (GameObject item in objList)
        {

```

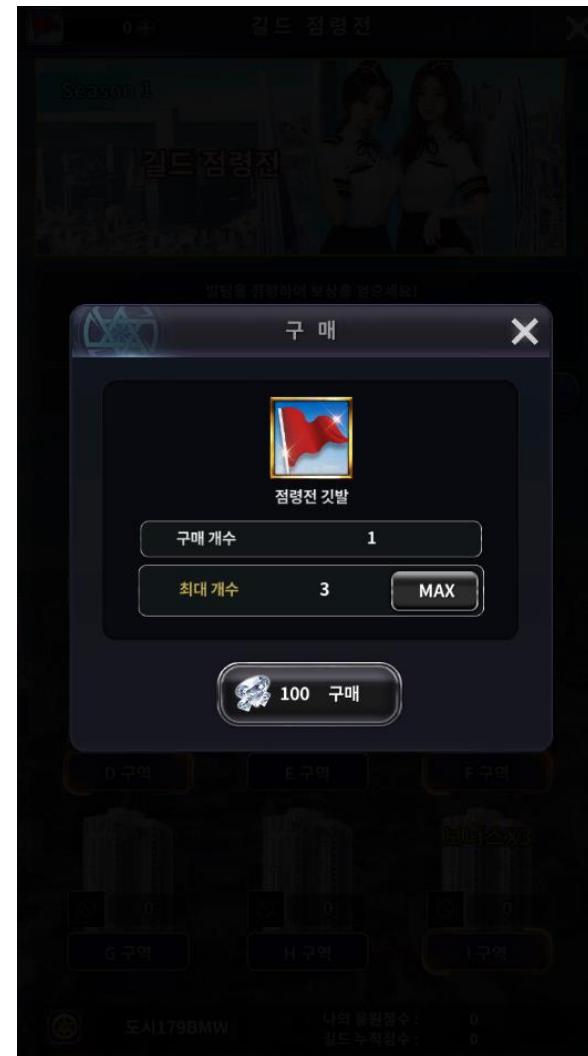
# 길드 점령전



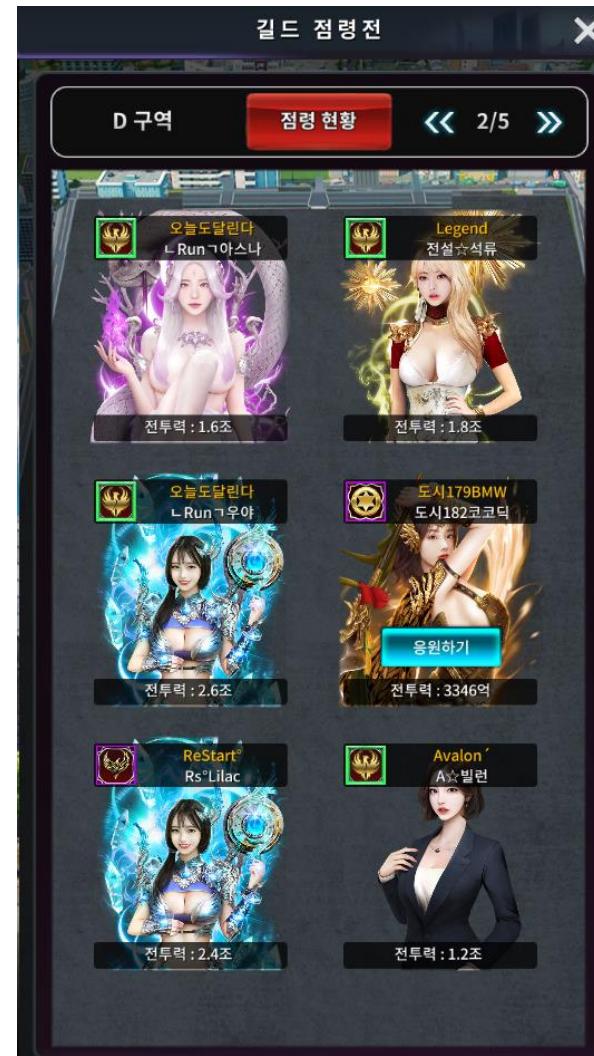
길드 점령전 입장



길드 점령전 로비

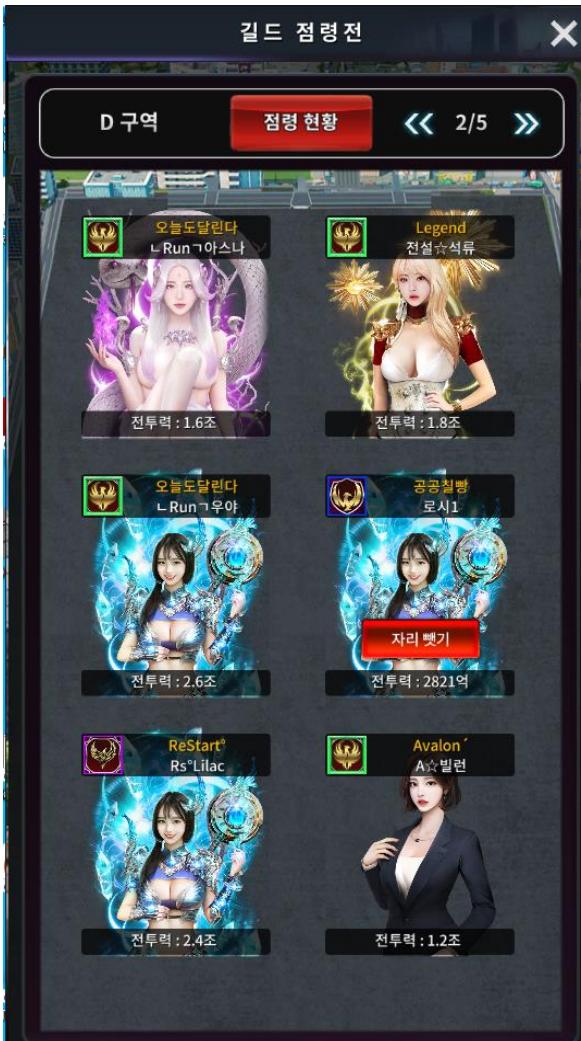


점령전 재화

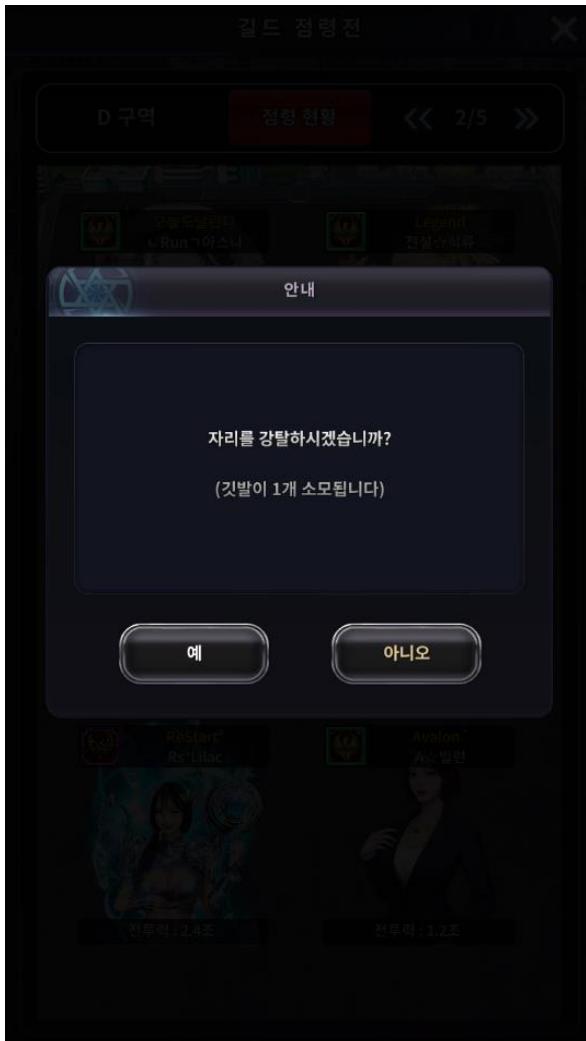


점령전 구역 내부

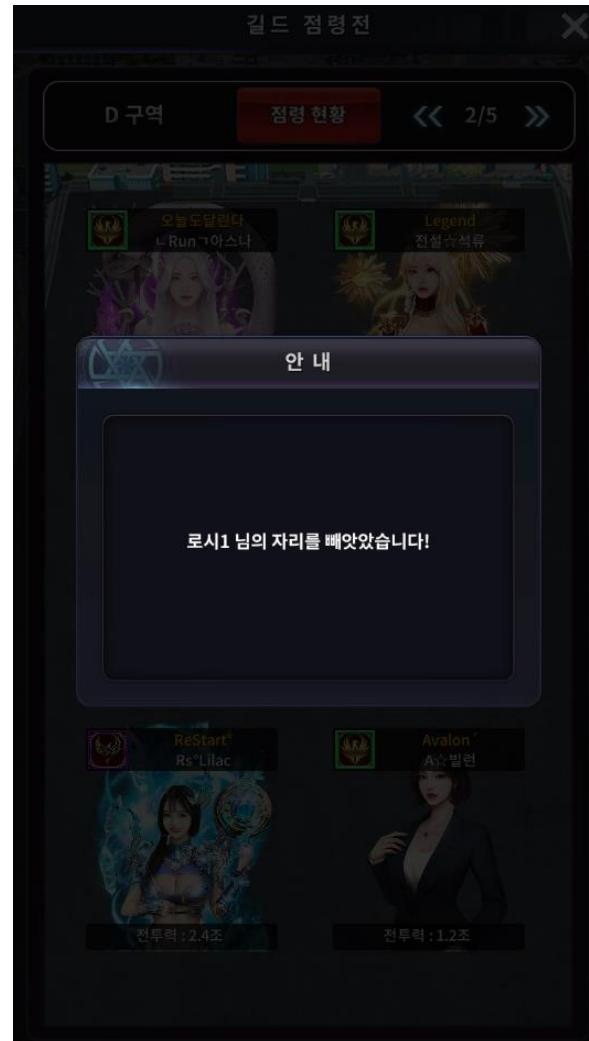
# 길드 점령전



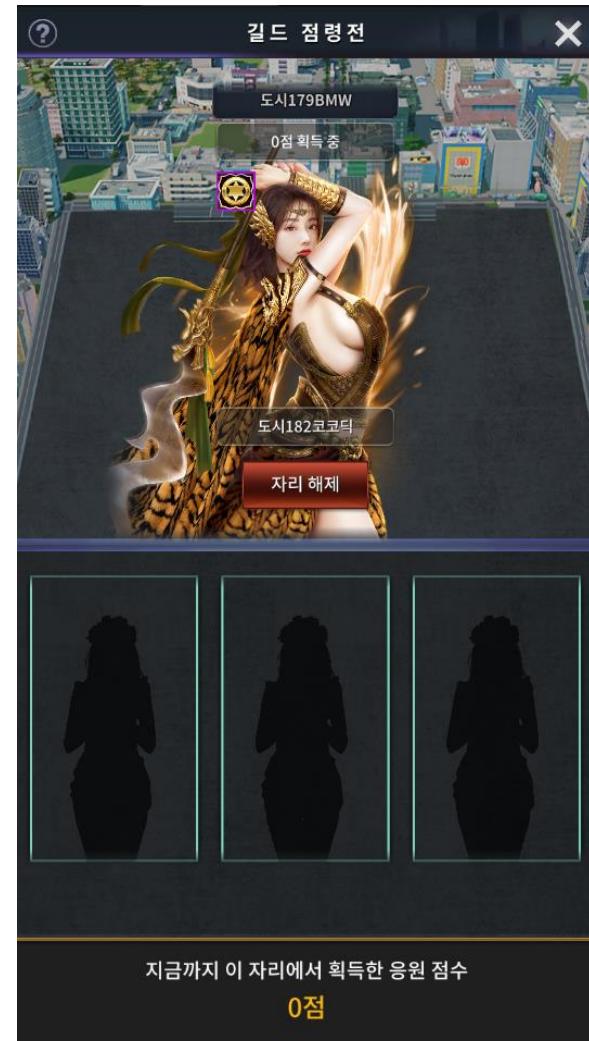
점령전 자리 강탈1



점령전 자리 강탈2



점령전 자리 강탈3



점령전 응원

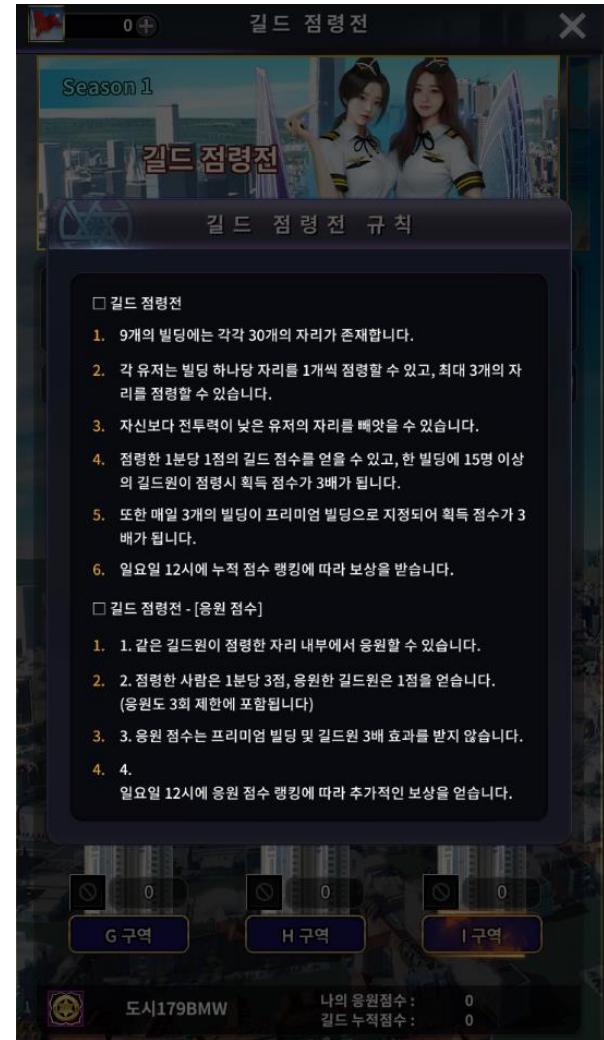
# 길드 점령전



점령전 길드 보상



점령전 응원 보상



점령전 규칙

# 길드 점령전 – sample code

```

public GameObject GuildOccupation_RoomObj = null;
참고 374
public void GuildOccupation_EnterRoom(string Data)
{
    if (string.IsNullOrEmpty(Data))
        return;

    if (GuildOccupation_RoomObj)
        Destroy(GuildOccupation_RoomObj);

    SoundManager.Instance.Play(SoundType.SE_ButtonClick);
    GuildOccupation_RoomObj = GetPrefabs("GuildOccupation/GuildOccupationAddGame");

    string[] Datas = Data.Split('#');
    AddOnClickEvent(GuildOccupation_RoomObj.transform.Find("Close").GetComponent<UIButton>(), "GuildOccupation_Close", GuildOccupation_RoomObj, typeof(GameObject), Datas[(int)GameManager.GuildOccupationDatas.OccIndex], typeof(sBackKeyManager).SetBackKeyAction(GuildOccupation_RoomObj.transform.Find("Close").GetComponent<UIButton>()));

    AddOnClickEvent(GuildOccupation_RoomObj.transform.Find("BtnRule").GetComponent<UIButton>(), "OnClickGuildOccupationLobbyRule"); // 설명 버튼

    GuildOccupation_RoomObj.transform.Find("Arrangement/Master/Character/Girl/Name").GetComponent<UILabel>().text = Datas[(int)GameManager.GuildOccupationDatas.Occupant].Split('@')[1];
    int iOneTabCount = int.Parse(GameDataManager.systemdataTemplate[(int)GameDataManager.systemdataid.GuildOccupation, (int)GameDataManager.systemdataTemplate_.value1].Split('*')[2]); // 6

    string GirlId = Datas[(int)GameManager.GuildOccupationDatas.LobbyGirl].Split('@')[0];
    string CostumeId = Datas[(int)GameManager.GuildOccupationDatas.LobbyGirl].Split('@')[1];
    GuildOccupation_RoomObj.transform.Find("Arrangement/Master/Character/Girl/Girl").GetComponent<SetGirlTexture>().SetTexture(int.Parse(GirlId), int.Parse(CostumeId), false);
    string guildName = Datas[(int)GameManager.GuildOccupationDatas.GuildIndex].Split('@')[0];
    if (guildName.Contains(""))
    {
        string[] nickinfos = guildName.Split('`');

        string textkey = nickinfos[0];
        string[] args = nickinfos[1].Split('@');
        for (int k = 0; k < args.Length; ++k)
        { // 키가 있으면 바꿔도록
            args[k] = TextManager.Instance.GetString(args[k]);
        }
        if (args.Length >= 1 && !string.IsNullOrEmpty(args[0]))
            guildName = string.Format(TextManager.Instance.GetString(textkey), args);
        else
            guildName = TextManager.Instance.GetString(textkey);
    }
    else
        guildName = TextManager.Instance.GetString(guildName);

    string guildEmblem = Datas[(int)GameManager.GuildOccupationDatas.GuildIndex].Split('@')[1];
    // 길드 이름
    GuildOccupation_RoomObj.transform.Find("Arrangement/Master/Character/Guild/GuildName").GetComponent<UILabel>().text = guildName;

    string MyMaster = Datas[(int)GameManager.GuildOccupationDatas.StealData].Split('*')[0];
    bool bIsUnlock = false;
    int iMaxCollectCount = int.Parse(GameDataManager.systemdataTemplate[(int)GameDataManager.systemdataid.GuildOccupation_Data2, (int)GameDataManager.systemdataTemplate_.value3]);

    bool bIsJoin = false;
    if (true == Datas[(int)GameManager.GuildOccupationDatas.StealData].Contains("1"))
        bIsJoin = true;
}

```

# VIP 서현 신규스킬



기존 스킬 통합



신규 스킬 추가



신규 스킬 적용

## ■ VIP 서현 신규스킬 – sample code

```
for (int j = 0; j < grid.childCount; j++)
    Destroy(grid.GetChild(j).gameObject);

grid.DetachChildren();

int countindex = 0;
for (int i = 0; i < skilldatas.Count; i++)
{
    int getskillid = skilldatas[i].Key;
    int getskillenchant = skilldatas[i].Value;

    if (getskillid == 0) continue;

    int skilltype = int.Parse(GameDataManager.girlskilltemplate[getskillid], (int)GameDataManager.girlskilltemplate_.skilltype);

    if (skilltype != input) continue;

    string title = GameDataManager.getGirlSkillTemplate(getskillid, (int)GameDataManager.girlskilltemplate_.title);
    string icon = GameDataManager.girlskilltemplate[getskillid, (int)GameDataManager.girlskilltemplate_.icon];
    string blind = GameDataManager.girlskilltemplate[getskillid, (int)GameDataManager.girlskilltemplate_.blind];
    string desc = GameDataManager.getGirlSkillTemplate(getskillid, (int)GameDataManager.girlskilltemplate_.desc);
    string needfriendship = GameDataManager.girlskilltemplate[getskillid, (int)GameDataManager.girlskilltemplate_.needfriendship];
    string upgradetype = GameDataManager.girlskilltemplate[getskillid, (int)GameDataManager.girlskilltemplate_.upgradetype];
    int upgradevalue = GameDataManager.girlskilltemplateInt[getskillid, (int)GameDataManager.girlskilltemplateInt_.upgradevalue];
    int upgradeaddvalue = GameDataManager.girlskilltemplateInt[getskillid, (int)GameDataManager.girlskilltemplateInt_.upgradeaddvalue];
    int conditiontype = GameDataManager.girlskilltemplateInt[getskillid, (int)GameDataManager.girlskilltemplateInt_.conditiontype];
    string conditionvalue = GameDataManager.girlskilltemplate[getskillid, (int)GameDataManager.girlskilltemplate_.conditionvalue];
    string addtype = GameDataManager.girlskilltemplate[getskillid, (int)GameDataManager.girlskilltemplate_.addtype];
    string ispassive = GameDataManager.girlskilltemplate[getskillid, (int)GameDataManager.girlskilltemplate_.ispassive];
    string maxlevel = GameDataManager.girlskilltemplate[getskillid, (int)GameDataManager.girlskilltemplate_.maxlevel];

    //kdk
    string descTitle = TextManager.Instance.GetString(GameDataManager.girlskilldesc[conditiontype, (int)GameDataManager.GirlSkillDescTemplate_.DescTitle]);
    string wdescKeyw = TextManager.Instance.GetString(GameDataManager.girlskilldesc[conditiontype, (int)GameDataManager.GirlSkillDescTemplate_.DescKey]);

    if (maxlevel == "0")
        maxlevel = "120";

    GameObject obj = GetPrefabsBase("GirlInfomation/GirlSkill_item", grid, false);

    obj.transform.Find("SkillName").GetComponent<UILabel>().text = title;
    obj.transform.Find("SkillName/Label").GetComponent<UILabel>().text = TextManager.Instance.GetString("PB_TEXT_LV") + getskillenchant;
    if (conditiontype != (int)playerinfo.skillconditiontype.VipPassiveSkill)
        AddOnClickEvent(obj.transform.Find("BtnSkillInfo").GetComponent<UIButton>(), "MessageBoxButton", descTitle, typeof(string), wdescKeyw, typeof(string));

    if(conditiontype == (int)playerinfo.skillconditiontype.VipPassiveSkill)
    {
        int upgradeneedcount = (int)(int.Parse(GameDataManager.getGirlSkillTemplate(getskillid, (int)GameDataManager.girlskilltemplate_.upgradeTypeNeedCount))*0.01);

        int cridmg = (int)(int.Parse(needfriendship) * 0.01);
        int crirate = (int)(int.Parse(upgradetype) * 0.01);

        string newstring = string.Format(wdescKeyw, cridmg, crirate, (upgradevalue*0.01).ToString(), (upgradeaddvalue*0.01).ToString(), upgradeneedcount.ToString());

        obj.transform.Find("BtnTouchText").gameObject.SetActive(true);
        obj.transform.Find("Current").gameObject.SetActive(false);
        AddOnClickEvent(obj.transform.Find("BtnTouchText").GetComponent<UIButton>(), "SkillMessageBoxButton", descTitle, typeof(string), newstring, typeof(string));
        AddOnClickEvent(obj.transform.Find("BtnSkillInfo").GetComponent<UIButton>(), "SkillMessageBoxButton", descTitle, typeof(string), newstring, typeof(string));
    }
}
```