  /\*\* 右下动作特效集 \*/

            dict["\"IDLE\""] = IDLE;

            dict["\"WALK\""] = WALK;

            dict["\"RUN\""] = RUN;

            dict["\"JUMP\""] = JUMP;

            dict["\"SEALEDBOOK\""] = SEALEDBOOK;

            dict["\"ATTACK0\""] = ATTACK0;

            dict["\"ATTACK1\""] = ATTACK1;

            dict["\"ATTACK2\""] = ATTACK2;

            dict["\"ATTACK3\""] = ATTACK3;

            dict["\"ATTACK11\""] = ATTACK11;

            dict["\"ATTACK12\""] = ATTACK12;

            dict["\"RUN\_ATTACK0\""] = RUN\_ATTACK0;

            dict["\"RUN\_ATTACK10\""] = RUN\_ATTACK10;

            dict["\"JUMP\_ATTACK0\""] = JUMP\_ATTACK0;

            dict["\"JUMP\_ATTACK10\""] = JUMP\_ATTACK10;

            dict["\"BEATTACK\_FALL\""] = BEATTACK\_FALL;

            dict["\"BEATTACK\_FLY\""] = BEATTACK\_FLY;

            dict["\"BEATTACK\_LIGHT\""] = BEATTACK\_LIGHT;

            dict["\"BEATTACK\_LIGHT2\""] = BEATTACK\_LIGHT2;

            dict["\"FAINT\""] = FAINT;

            dict["\"QTA\""] = QTA;

            dict["\"DEAD\""] = DEAD;

            dict["\"PARRY\""] = PARRY;

            dict["\"RIDE\""] = RIDE;

            dict["\"MAX\_COUNT\""] = MAX\_COUNT;

            dict["\"ATTACK\_RANGE\_X\""] = ATTACK\_RANGE\_X;

            dict["\"EFFECT1\""] = EFFECT1;

            dict["\"EFFECT2\""] = EFFECT2;

            dict["\"EFFECT3\""] = EFFECT3;

            dict["\"EFFECT4\""] = EFFECT4;

            dict["\"EFFECT5\""] = EFFECT5;

            dict["\"EFFECT6\""] = EFFECT6;

            dict["\"EFFECT7\""] = EFFECT7;

            dict["\"EFFECT8\""] = EFFECT8;

            dict["\"EFFECT9\""] = EFFECT9;

            dict["\"EFFECT10\""] = EFFECT10;

            dict["\"EFFECT11\""] = EFFECT11;

            dict["\"EFFECT12\""] = EFFECT12;

            dict["\"EFFECT13\""] = EFFECT13;

            dict["\"EFFECT14\""] = EFFECT14;

            dict["\"EFFECT15\""] = EFFECT15;

配置参数说明：

这里参数顺序与编辑器内顺序基本一致。

            /\*\*\* 左下配置 \*/

            dict["\"m\_strName\""] = m\_strName;//名称

            dict["\"m\_uiSuit\""] = m\_uiSuit;//套装id

            dict["\"m\_iTestSkillTable\""] = m\_iTestSkillTable;//测试技能组

            dict["\"JUMP\_LASTFRAME\""] = JUMP\_LASTFRAME;//起跳最后帧

            dict["\"JUMP\_SPEED\""] = JUMP\_SPEED;//起跳速度

            dict["\"WALK\_SPEED\_X\""] = WALK\_SPEED\_X;//步行速度(X)

            dict["\"WALK\_SPEED\_Y\""] = WALK\_SPEED\_Y;//步行速度(Y)

            dict["\"RUN\_SPEED\_X\""] = RUN\_SPEED\_X;//跑步速度(X)

            dict["\"RUN\_SPEED\_Y\""] = RUN\_SPEED\_Y;//跑步速度(Y)

            dict["\"WIDTH\""] = WIDTH;//宽度(长方体宽度)

            dict["\"HEIGHT\""] = HEIGHT;//高度（长方体高度）

            dict["\"THINKNESS\""] = THINKNESS;//厚度(长方体厚度thickness)

            dict["\"m\_iLeftShadowOffsetX\""] = m\_iLeftShadowOffsetX;//阴影左偏移

            dict["\"m\_iRightShadowOffsetX\""] = m\_iRightShadowOffsetX;//阴影右偏移

            dict["\"m\_iShadowOffsetY\""] = m\_iShadowOffsetY;//阴影Y轴偏移

            dict["\"m\_iZOffset\""] = m\_iZOffset;//Z轴偏移

            dict["\"m\_iAnimationType\""] = m\_iAnimationType;//动画类型

            dict["\"m\_bNeedDamageEffect\""] = m\_bNeedDamageEffect;//显示被击打效果

            dict["\"m\_iScaleX\""] = m\_iScaleX;//scaleX(m\_fScale的X轴额外的缩放系数)

            dict["\"BEATTACK\_FLY\_LASTFRAME\""] = BEATTACK\_FLY\_LASTFRAME;//击飞最后帧

            dict["\"FALL\_PROTECTED\_TICK\""] = FALL\_PROTECTED\_TICK;//保护tick(倒地保护时间(帧))

            dict["\"m\_fScale\""] = m\_fScale;//缩放比例（在测试游戏里生效）

            dict["\"m\_bIsResourceSplited\""] = m\_bIsResourceSplited;//资源分割

            dict["\"ATTACK\_RANGE\_X\""] = ATTACK\_RANGE\_X;//横向攻击距离

            dict["\"ATTACK\_RANGE\_Y\""] = ATTACK\_RANGE\_Y;//纵向攻击距离

            dict["\"OffsetWIDTH\""] = OffsetWIDTH;//长度偏移

            dict["\"OffsetHEIGHT\""] = OffsetHEIGHT;//高度偏移

public var m\_iRecoverAbsoluteHP:int;

        public var m\_iRecoverPercentHP:int;

        public var m\_iMaxHP:int;//血量修改上限

        public var m\_iCurrentHPMil:int;//当前血量千分比

        public var m\_iLostHPMil:int;//损失血量千分比

        public var m\_iRecoverAbsoluteXP:int;

        public var m\_bIsFallRightNow:Boolean;

        public var m\_iReduceSkillCoolDown:int;

        public var m\_iSuckBlood:int;

        public var m\_pFighter:MoveableObject;

        public var m\_uiAttackType:uint;//攻击类型： AttackDefine.as

        public var m\_uiRangePositiveX:uint;//正向x轴攻击范围

        /\*\* 右上配置 \*/

public var m\_uiRangeNegativeX:uint;//反向X轴攻击范围

        public var m\_uiRangeY:uint; //正向Y轴攻击范围

        public var m\_uiRangeH:uint;//正向Z轴攻击范围

        //时间锁定

        public var m\_iTimeHold:int;//时间锁定

        //移动锁定

        public var m\_iMoveHold:int;//移动锁定

        //打击停顿Ticks

        public var m\_iHitBlockTick:int;//打击停顿Ticks

        public var m\_iDamage:int;// 造成伤害值

        /\*\*释放飞行技能，当前帧不能产生攻击效果\*/

        public var m\_iEffectsGroupID:int;//特效id

        public var m\_iImpactX:int;//冲击力X

        public var m\_iImpactY:int;//冲击力Y

        public var m\_iOffsetHeight:int;//offsetH

        public var m\_iOffsetWidth:int; //offsetW

        public var m\_iShakeScreen:int;//震屏效果

        public var m\_iFrameSpeedX:int; //速度x

        public var m\_iFrameSpeedY:int;//速度y

        public var m\_iFrameSpeedZ:int;//速度z

        public var m\_iFrameChangeFace:int; //动作结束变换脸朝向

        /\*\*额外获得buffid,获得buffID的同时可以产生攻击\*/

        public var m\_iObtainBuffID:int;

        /\*\*增加破甲伤害百分比\*/

        public var m\_iAddPoJiaPercent:int;

/\*\* 左上配置--ActionConfig \*/

            dict["\"m\_iSkillCostPower\""] = m\_iSkillCostPower;//技能耗蓝

            dict["\"m\_iSkillCD\""] = m\_iSkillCD;//技能cd(单位tick);

            dict["\"m\_bCanChangeFace\""] = m\_bCanChangeFace;//是否能转向

            dict["\"m\_fActionSpeedX\""] = m\_fActionSpeedX;//动作速度

            dict["\"m\_fSpeedScaleX\""] = m\_fSpeedScaleX;//动作期间对速度的衰减，x轴

            dict["\"m\_fSpeedScaleY\""] = m\_fSpeedScaleY;//动作期间对速度的衰减，y轴

            dict["\"m\_strSoundName\""] = m\_strSoundName;//改动作需要播放的声音

            dict["\"m\_uiActionType\""] = m\_uiActionType;//动作类别

            dict["\"m\_iNextActonType\""] = m\_iNextActonType;//触发的下一个动作

            dict["\"m\_fSpeedHeight\""] = m\_fSpeedHeight;//有些招是跳起的，这里给一个起跳的速度

            dict["\"m\_fSpeedHeightStep\""] = m\_fSpeedHeightStep;//有些招是匀速跳起，这里是每一帧都累加的高度

            dict["\"m\_iCanAttack\""] = m\_iCanAttack;//是否可以被攻击,该角色在该状态下是否可被攻击

            dict["\"m\_iCanForceUseSkill\""] = m\_iCanForceUseSkill;//角色是否可以在控制状态下释放当前技能