

A DANCE OF FIRE AND ICE



Halcyon.adofai



95.48

BPM



볼륨:

100

%



오프셋:

5150

밀리초

피치:

100

%



스태이지 진행 방향



스태이지 진행 방향



공격 가능 범위
(발사체 사거리)

스태이지 진행 방향



kick 1-1

적이 생성되며
박자에 맞추어 접근

공격 가능 범위



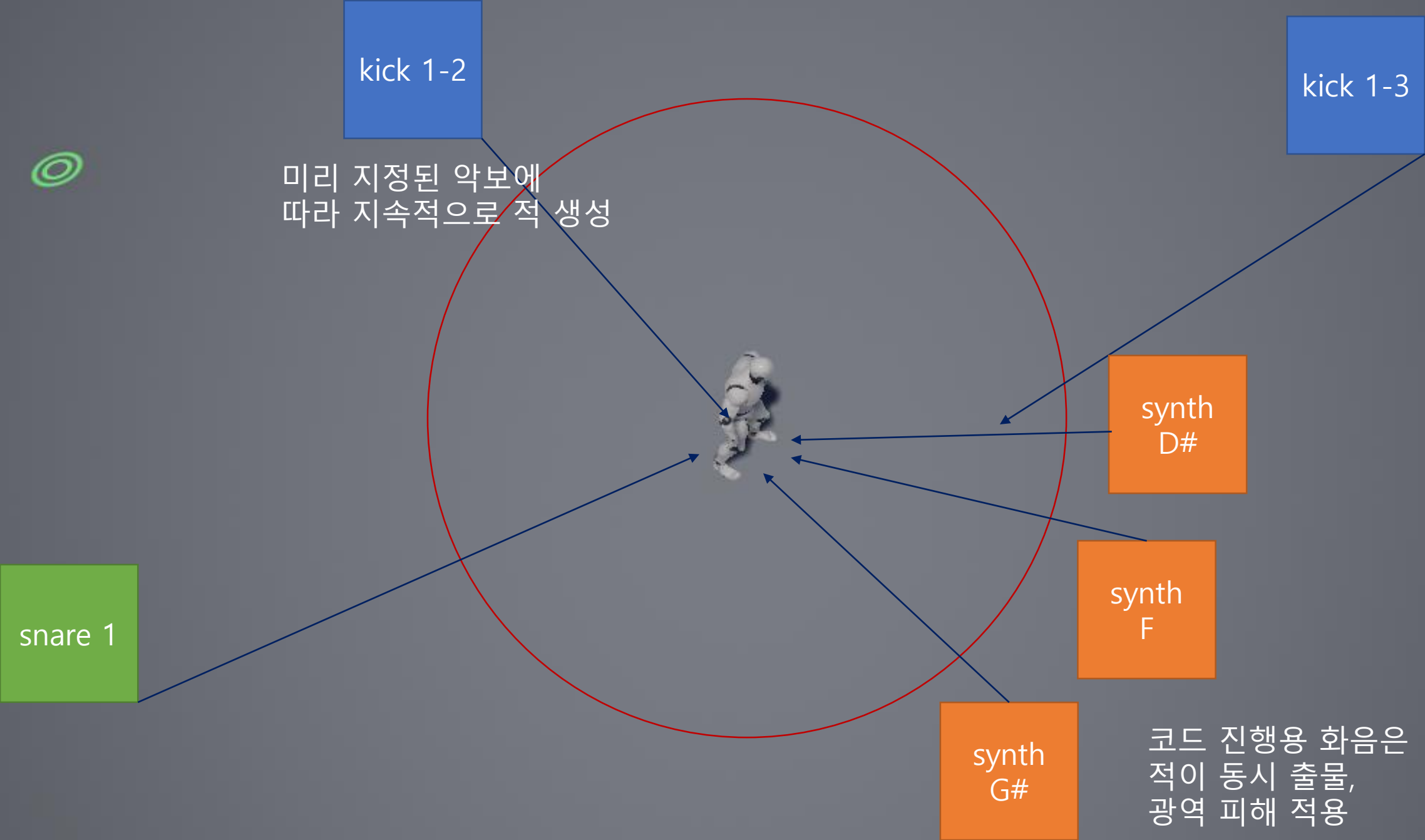
스태이지 진행 방향



적 처치 시 사망 모션과
함께 효과음재생



공격 가능 범위





hi hat



crash



snare



kick



bass



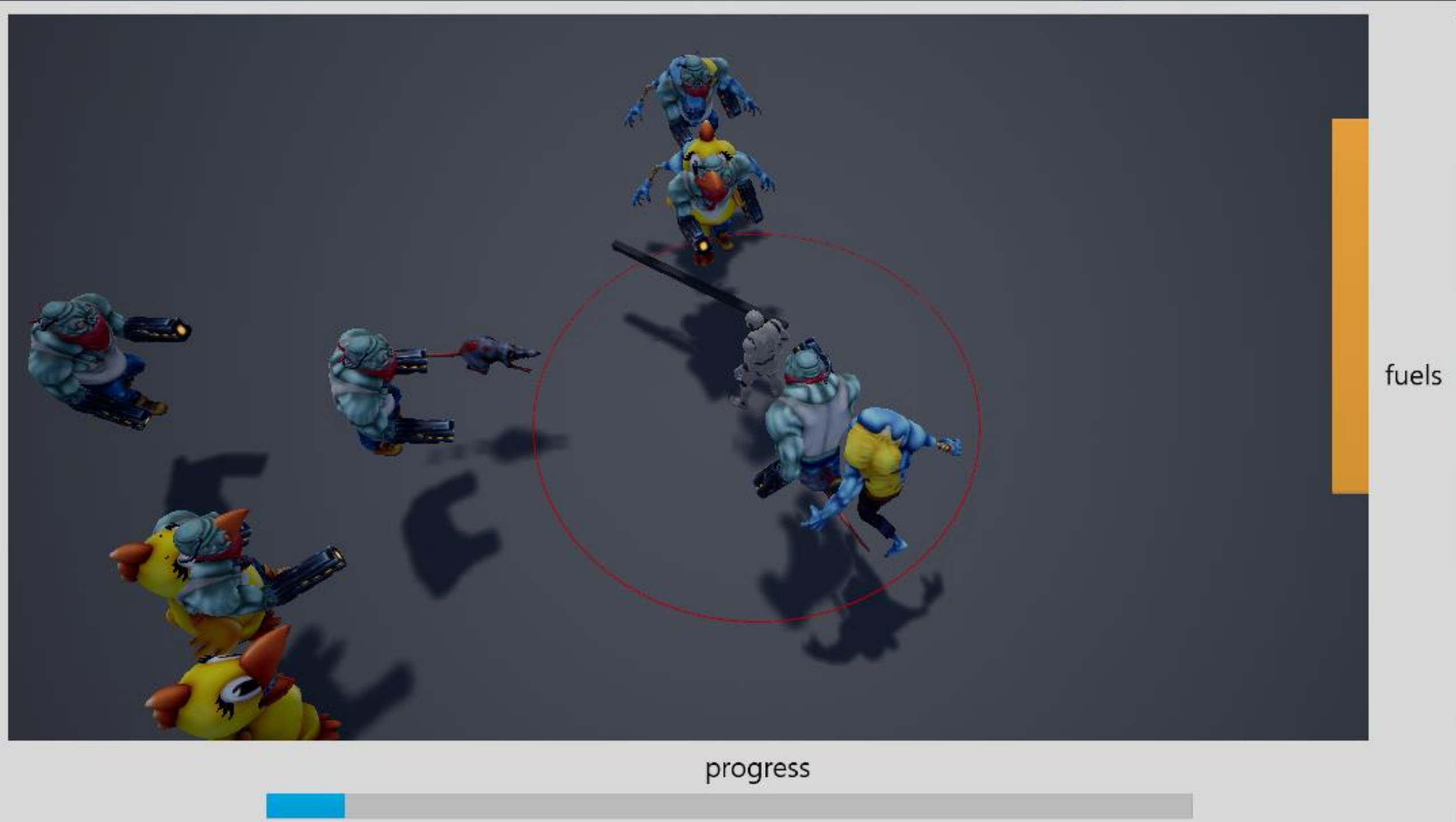
synth



boss 1
(transition 1)



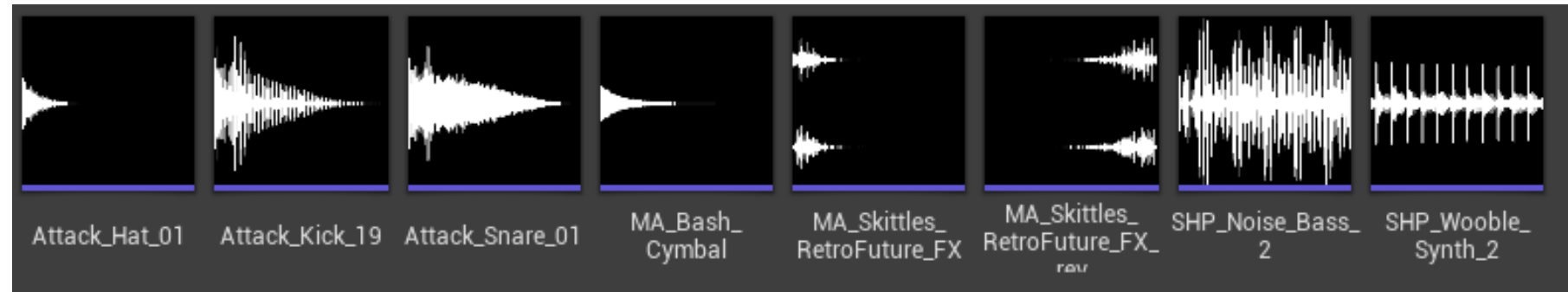
boss 2
(transition 2)



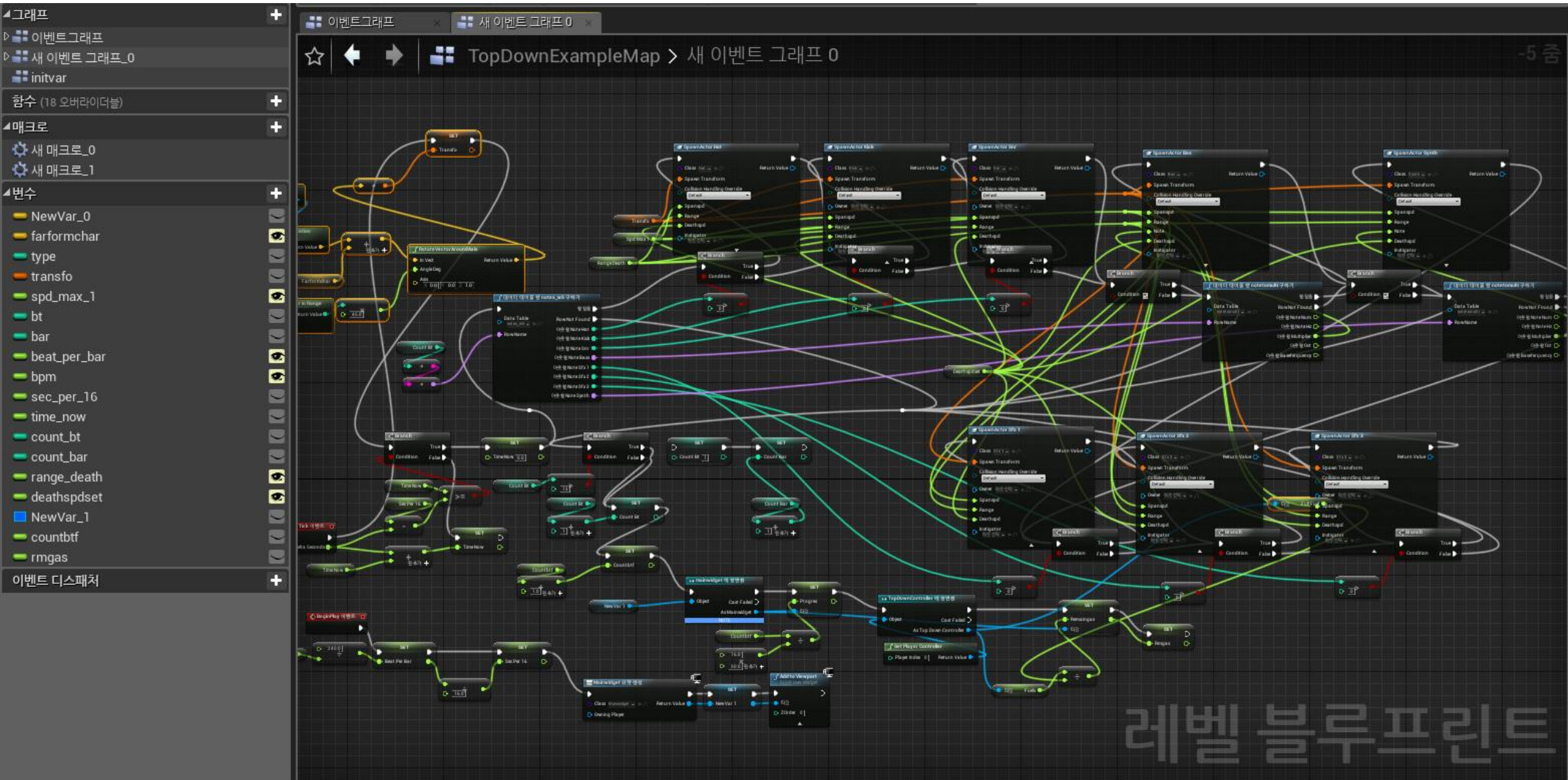
fuels

progress

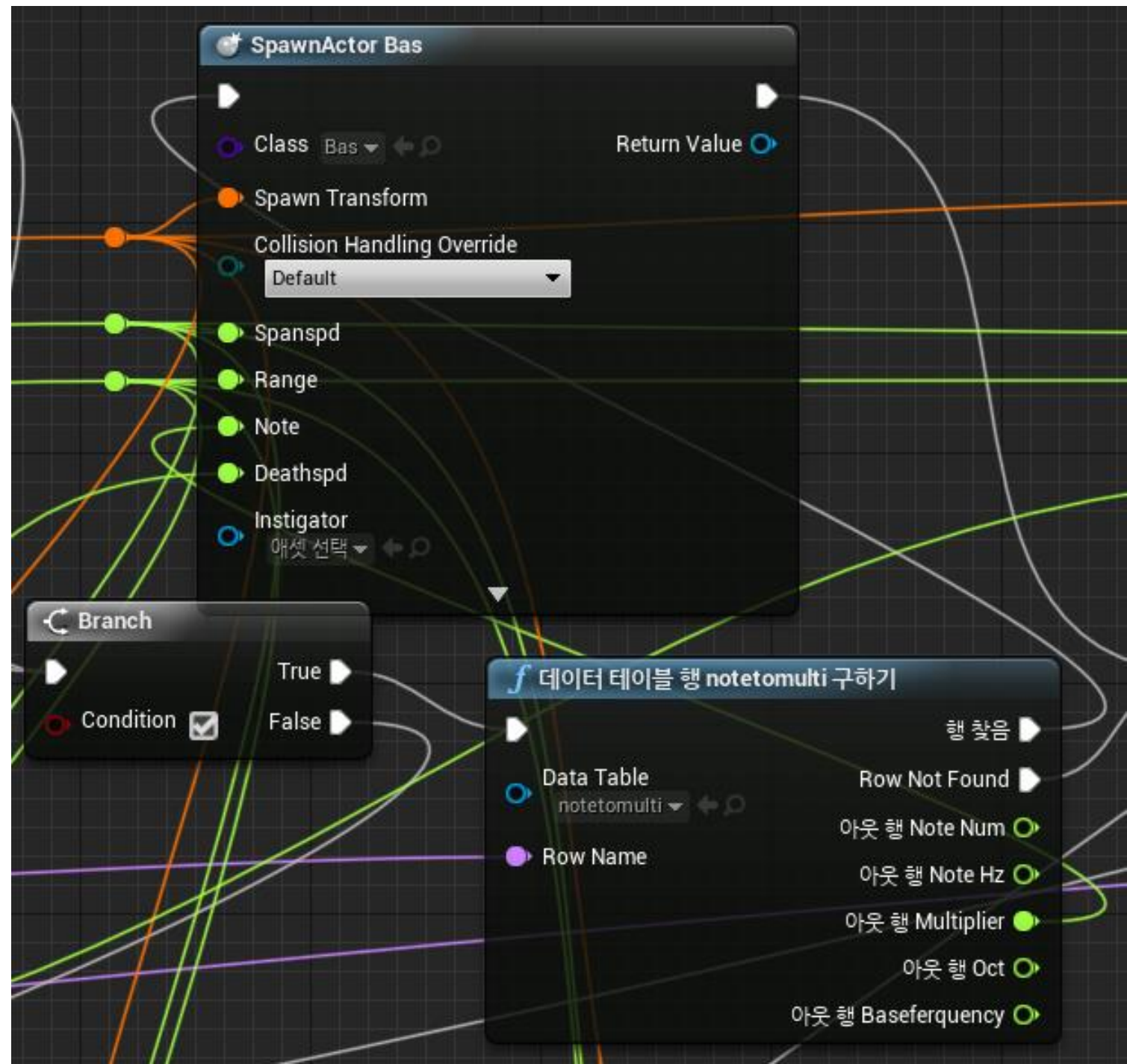
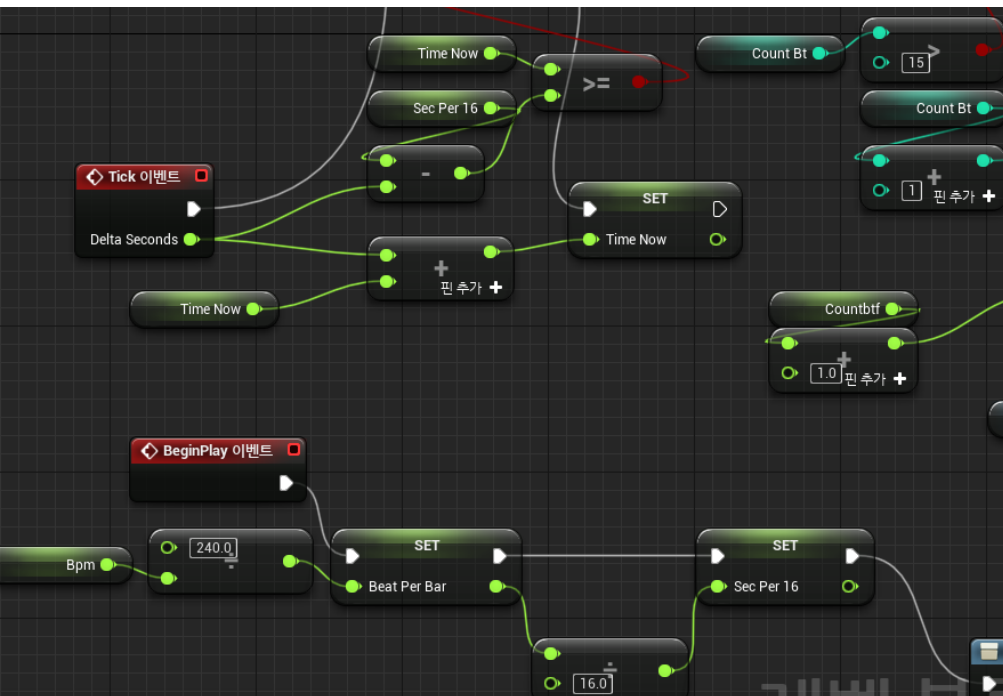
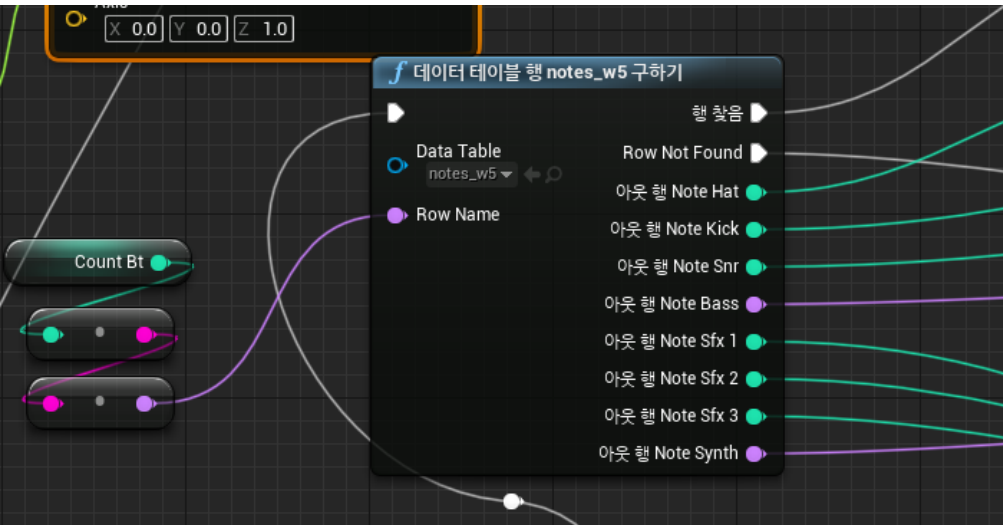
Sequencing



Level BP



Level BP

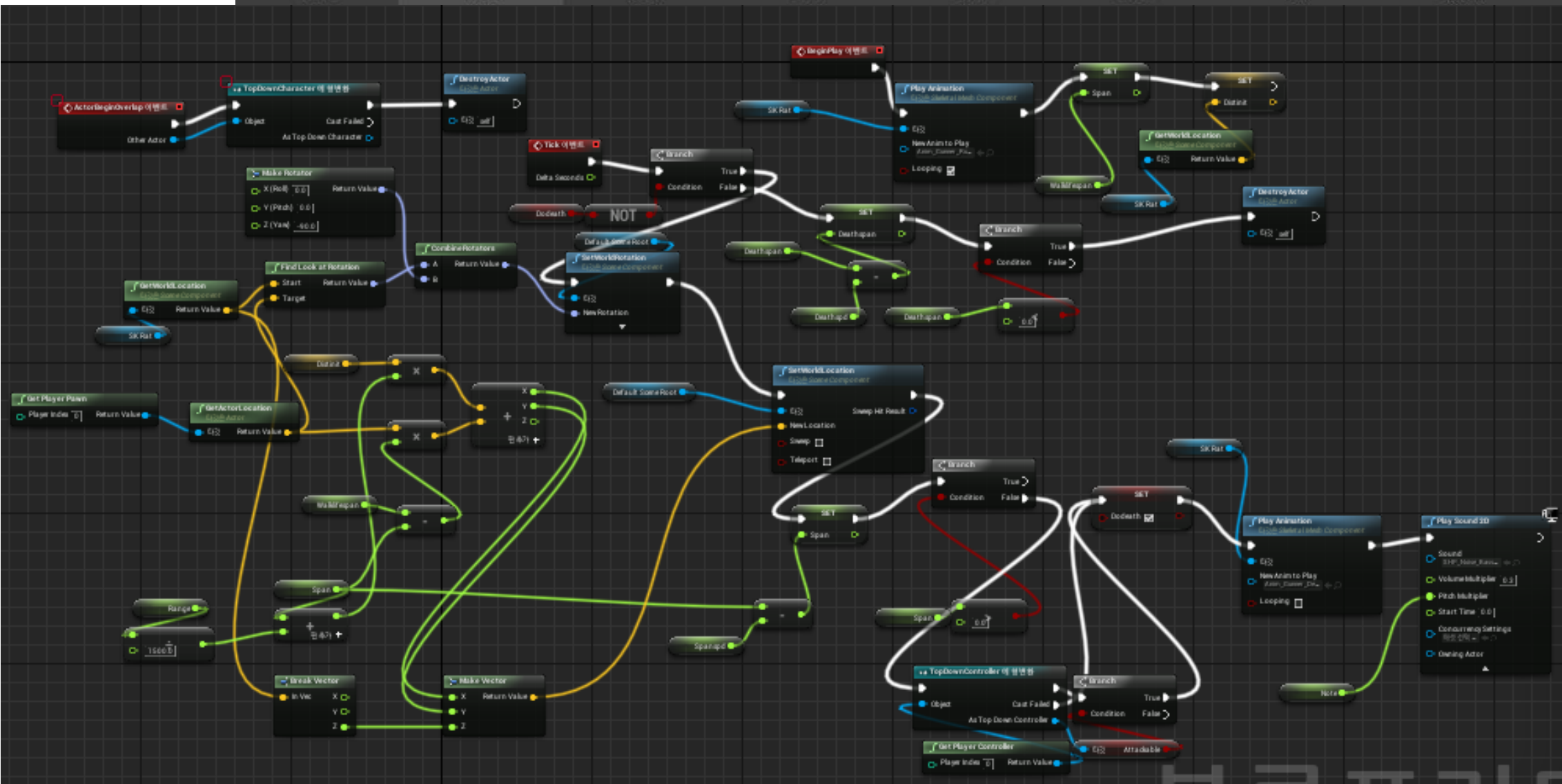


Sequence to .csv

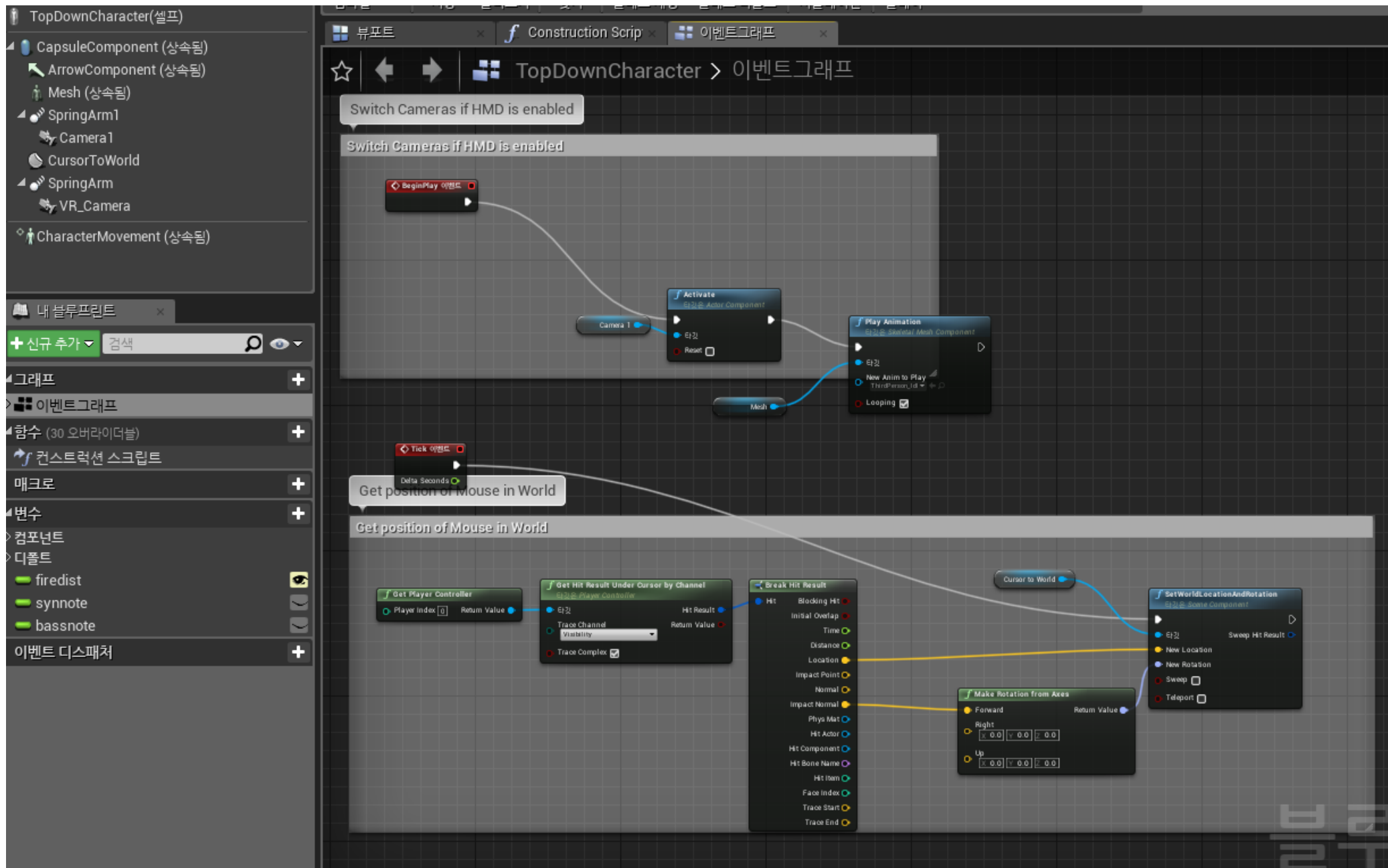
	A	B	C	D	E	F	G	H	I
1	Name	note_hat	note_kick	note_snr	note_bass	note_sfx1	note_sfx2	note_sfx3	note_synth
2	1								
3	2								
4	3								
5	4								
6	5								
7	6								
8	7								
9	8								
10	9								
11	10								
12	11				A4				
13	12				A4				
14	13				C#5				
15	14								
16	15				C5				
17	16								
18	17		1		A4				
19	18	1							
20	19								
21	20				A4				
22	21			1					
23	22								
24	23	1			A4				
25	24								
26	25		1						
27	26	1							
28	27								
29	28								
30	29			1	C#5				
31	30								
32	31	1			C5				
33	32								
34	33		1		A4				
35	34	1							
36	35								
37	36				A4				
38	37			1					
39	38								
40	39	1			A4				
41	40								
42	41		1						

데이터 테이블									
검색									
	note_hat	note_kick	note_snr	note_bass	note_sfx1	note_sfx2	note_sfx3	note_synth	
1	0	0	0	None	0	0	0	None	
2	0	0	0	None	0	0	0	None	
3	0	0	0	None	0	0	0	None	
4	0	0	0	None	0	0	0	None	
5	0	0	0	None	0	0	0	None	
6	0	0	0	None	0	0	0	None	
7	0	0	0	None	0	0	0	None	
8	0	0	0	None	0	0	0	None	
9	0	0	0	None	0	0	0	None	
10	0	0	0	None	0	0	0	None	
11	0	0	0	A4	0	0	0	None	
12	0	0	0	A4	0	0	0	None	
13	0	0	0	C#5	0	0	0	None	
14	0	0	0	None	0	0	0	None	
15	0	0	0	C5	0	0	0	None	
16	0	0	0	None	0	0	0	None	
17	0	1	0	A4	0	0	0	None	
18	1	0	0	None	0	0	0	None	
19	0	0	0	None	0	0	0	None	
20	0	0	0	A4	0	0	0	None	
21	0	0	1	None	0	0	0	None	
22	0	0	0	None	0	0	0	None	
23	1	0	0	A4	0	0	0	None	
24	0	0	0	None	0	0	0	None	
25	0	1	0	None	0	0	0	None	
26	1	0	0	None	0	0	0	None	
27	0	0	0	None	0	0	0	None	
28	0	0	0	None	0	0	0	None	
29	0	0	1	C#5	0	0	0	None	
30	0	0	0	None	0	0	0	None	
31	1	0	0	C5	0	0	0	None	
32	0	0	0	None	0	0	0	None	
33	0	1	0	A4	0	0	0	None	
34	1	0	0	None	0	0	0	None	
35	0	0	0	None	0	0	0	None	
36	0	0	0	A4	0	0	0	None	
37	0	0	1	None	0	0	0	None	
38	0	0	0	None	0	0	0	None	

Enemies BP



Character BP



Controller BP

TransformComponent (상속됨)

내 블루프린트

+ 신규 추가

그래프

이벤트그래프

함수 (18 오버라이더블)

컨스트럭션 스크립트

MoveToHitLocation

매크로

새 매크로_0

변수

MinClickDistance

spdandloc

attackable

tmp1

tmp2

tmp3

isauto

fuels

full_fuel

fuelspd

TopDownController > 이벤트그래프

