事件觸發：  
凡事都有個開頭，有開始才有結果  
利用物件被攻擊後就會跳到指定動作，來製作效果  
每個物件的指定動作都有不同的分辨方式  
type 3  
 被氣功攻擊會跳到動作20  
 被人物攻擊會跳到動作30  
type 5  
 被fall20以下 攻擊會跳到動作220  
 被fall 21 ~ 40 攻擊會跳到動作222, 224(不同方向攻擊)  
 被fall41 ~ 60 攻擊會跳到動作226  
 被fall61以上 攻擊會跳到動作180, 186(不同方向攻擊)  
等等之類....可自行摸索  
只要摸清楚攻擊方式和被攻擊後的動作，就可以輕鬆製作效果

偵測式觸發：  
利用itr: kind: 8 偵測角色位置，達到觸發事件的效果  
其製作過程為，先有一個主要物件，主要物件會放出偵測物件  
待偵測物件測到東西時，會回報訊息給主要物件，因而觸發  
概念如下  
主體物件

<frame> 0 event\_main

pic: 999 state: 10 wait: 10 next: 0

opoint:

kind: 1 x: 0 y: 0 action: 50 oid: 251

opoint\_end:

bdy:

kind: 0 x: -5 y: 2000 w: 10 h: 10

bdy\_end:

<frame\_end> #state: 10可被同隊攻擊

<frame> 20 event\_start

pic: 999 state: 15 wait: 1 next: 21

<frame\_end> #被觸發後的動作

<frame> 21 event\_op\_stick

pic: 999 state: 15 wait: 1 next: 1000

opoint:

kind: 1 x: 0 y: 0 action: 64 oid: 100

opoint\_end:

<frame\_end>

偵測的物件 附物件 (id: 251 type: 3)

<frame> 50 auxiliary

pic: 0 state: 3005 wait: 2 next: 1000

itr:

kind: 8 x: -5 y: -10 w: 10 h: 10 dvx: 60 vrest: 10

itr\_end:

<frame\_end> #用來偵測人物是否站在其上

<frame> 60 find\_man

pic: 999 state: 3005 wait: 2 next: 1000

itr:

kind: 0 x: -5 y: 2000 w: 10 h: 10 vrest: 10

itr\_end:

<frame\_end> #告訴主物件,人物已正確站在其上

偵測式觸發

卡關效果：  
利用闖關本身特點：只要場上還存有type 0的敵方物件，就不會到下一個階段  
要先拿某人物的動作來做：(用id 30的bandit)  
bandit (id: 30)

<frame> 397 jam

pic: 999 state: 10 wait: 3 next: 0

bdy:

kind: 0 x: -5 y: 9000 w: 10 h: 10

bdy\_end:

<frame\_end>

再於闖關置入： stage

id: 30 act: 397 hp: 0

因此到這個階段就會卡住，只要再攻擊他就可以闖關了

隨機效果：  
方法有這些：

1. type 1, 4, 6 被攻擊會跳到隨機動作0 ~ 15
2. state: 1002 攻擊到東西會跳到隨機動作0 ~ 15
3. 以state: 10, 12 丟棄手持物件

先造出物件，然後攻擊之，接著再把動作連接到想要的結果即可  
  
frame 0 ~ 15 dvx: 550 dvy: 550 next: xx  
frame 16 (start) dvx: 550 dvy: 550  
bdy:  
  kind: 0 x: 0 y: 2000 w: 10 h: 10  
  
方法一，起點在16；方法二，起點在18 random\_event (id: 252 type: 3)

<frame> 0 a1

pic: 999 state: 15 wait: 1 next: 80

<frame\_end>

<frame> 1 a2

pic: 999 state: 15 wait: 1 next: 80

<frame\_end>

<frame> 2 a3

pic: 999 state: 15 wait: 1 next: 80

<frame\_end>

<frame> 3 a4

pic: 999 state: 15 wait: 1 next: 80

<frame\_end>

<frame> 4 a5

pic: 999 state: 15 wait: 1 next: 81

<frame\_end>

<frame> 5 a6

pic: 999 state: 15 wait: 1 next: 81

<frame\_end>

<frame> 6 a7

pic: 999 state: 15 wait: 1 next: 81

<frame\_end>

<frame> 7 a8

pic: 999 state: 15 wait: 1 next: 81

<frame\_end>

<frame> 8 a9

pic: 999 state: 15 wait: 1 next: 82

<frame\_end>

<frame> 9 a10

pic: 999 state: 15 wait: 1 next: 82

<frame\_end>

<frame> 10 a11

pic: 999 state: 15 wait: 1 next: 82

<frame\_end>

<frame> 11 a12

pic: 999 state: 15 wait: 1 next: 82

<frame\_end>

<frame> 12 a13

pic: 999 state: 15 wait: 1 next: 83

<frame\_end>

<frame> 13 a14

pic: 999 state: 15 wait: 1 next: 83

<frame\_end>

<frame> 14 a15

pic: 999 state: 15 wait: 1 next: 83

<frame\_end>

<frame> 15 a16

pic: 999 state: 15 wait: 1 next: 83

<frame\_end>

<frame> 16 start\_method1

pic: 999 state: 15 wait: 1 next: 17

<frame\_end>

<frame> 17 s

pic: 999 state: 12 wait: 1 next: 1000

opoint:

kind: 2 x: 0 y: 0 action: 0 oid: 252

opoint\_end:

<frame\_end>

<frame> 18 start\_method2

pic: 999 state: 15 wait: 1 next: 19

<frame\_end>

<frame> 19 s

pic: 999 state: 1002 wait: 5 next: 1000

opoint:

kind: 1 x: 0 y: 2000 action: 79 oid: 252

opoint\_end:

itr:

kind: 0 x: -5 y: 2000 w: 10 h: 10 vrest: 10

itr\_end:

<frame\_end>

<frame> 20 dis

pic: 999 state: 9998 wait: 0 next: 1000

<frame\_end>

<frame> 79 au

pic: 999 state: 10 wait: 10 next: 1000

bdy:

kind: 0 x: -5 y: 0 w: 10 h: 10

bdy\_end:

<frame\_end> #氣功類受攻擊跳至20消失去

<frame> 80 op1

pic: 999 state: 15 wait: 1 next: 1000

opoint:

kind: 1 x: 0 y: 0 action: 64 oid: 100

opoint\_end:

<frame\_end>

<frame> 81 op2

pic: 999 state: 15 wait: 1 next: 1000

opoint:

kind: 1 x: 0 y: 0 action: 64 oid: 101

opoint\_end:

<frame\_end>

<frame> 82 op3

pic: 999 state: 15 wait: 1 next: 1000

opoint:

kind: 1 x: 0 y: 0 action: 64 oid: 120

opoint\_end:

<frame\_end>

<frame> 83 op4

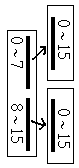
pic: 999 state: 15 wait: 1 next: 1000

opoint:

kind: 1 x: 0 y: 0 action: 64 oid: 121

opoint\_end:

<frame\_end>



隨機擴充：  
基本上，16種隨機已相當足夠  
也許有人會想做17種以上的隨機...但...要怎麼做?  
沒錯！就是隨機後再隨機，做出32個隨機，但會吃掉3個id...如右圖所示  
以第一區塊的隨機0 ~ 7去做區塊2的隨機0 ~ 15  
以第一區塊的隨機8 ~ 15去做區塊3的隨機0 ~ 15...  
   
本人配合以 後決定事件 去製作32個隨機  
同樣會有個小問題: **越後面的事件需要多花點時間**  
起點在動作21  
受到2次隨機攻擊決定剩餘血量  
random\_32events( id: 252 type: 3 )

<frame> 0 a1

pic: 999 state: 15 wait: 1 next: 80

<frame\_end>

<frame> 1 a2

pic: 999 state: 15 wait: 1 next: 81

<frame\_end>

<frame> 2 a3

pic: 999 state: 15 wait: 1 next: 82

<frame\_end>

<frame> 3 a4

pic: 999 state: 15 wait: 1 next: 83

<frame\_end>

<frame> 4 a5

pic: 999 state: 15 wait: 1 next: 84

<frame\_end>

<frame> 5 a6

pic: 999 state: 15 wait: 1 next: 85

<frame\_end>

<frame> 6 a7

pic: 999 state: 15 wait: 1 next: 86

<frame\_end>

<frame> 7 a8

pic: 999 state: 15 wait: 1 next: 87

<frame\_end>

<frame> 8 a9

pic: 999 state: 15 wait: 1 next: 88

<frame\_end>

<frame> 9 a10

pic: 999 state: 15 wait: 1 next: 89

<frame\_end>

<frame> 10 a11

pic: 999 state: 15 wait: 1 next: 90

<frame\_end>

<frame> 11 a12

pic: 999 state: 15 wait: 1 next: 91

<frame\_end>

<frame> 12 a13

pic: 999 state: 15 wait: 1 next: 92

<frame\_end>

<frame> 13 a14

pic: 999 state: 15 wait: 1 next: 93

<frame\_end>

<frame> 14 a15

pic: 999 state: 15 wait: 1 next: 94

<frame\_end>

<frame> 15 a16

pic: 999 state: 15 wait: 1 next: 95

<frame\_end>

<frame> 16 start\_method1

pic: 999 state: 15 wait: 1 next: 17

<frame\_end>

<frame> 17 s

pic: 999 state: 12 wait: 1 next: 1000

opoint:

kind: 2 x: 0 y: 0 action: 0 oid: 252

opoint\_end:

<frame\_end>

<frame> 20 dis

pic: 999 state: 9998 wait: 0 next: 1000

<frame\_end>

<frame> 21 start\_method3

pic: 999 state: 15 wait: 1 next: 22

<frame\_end>

<frame> 22 s

pic: 999 state: 3006 wait: 5 next: 23

opoint:

kind: 1 x: 0 y: 0 action: 16 oid: 252

opoint\_end:

bdy:

kind: 0 x: -5 y: 2998 w: 10 h: 10

bdy\_end:

<frame\_end>

<frame> 23 s

pic: 999 state: 3006 wait: 5 next: 41

opoint:

kind: 1 x: 0 y: 0 action: 16 oid: 252

opoint\_end:

bdy:

kind: 0 x: -5 y: 3098 w: 10 h: 10

bdy\_end:

<frame\_end>

<frame> 41 r1

pic: 999 state: 15 wait: 0 next: 42 hit\_a: 1 hit\_d: 100

<frame\_end>

<frame> 42 r

pic: 999 state: 15 wait: 0 next: 43 hit\_a: 10 hit\_d: 102

<frame\_end>

<frame> 43 r

pic: 999 state: 15 wait: 0 next: 44 hit\_a: 10 hit\_d: 104

<frame\_end>

<frame> 44 r

pic: 999 state: 15 wait: 0 next: 45 hit\_a: 10 hit\_d: 106

<frame\_end>

<frame> 45 r5

pic: 999 state: 15 wait: 0 next: 46 hit\_a: 10 hit\_d: 108

<frame\_end>

<frame> 46 r

pic: 999 state: 15 wait: 0 next: 47 hit\_a: 10 hit\_d: 110

<frame\_end>

<frame> 47 r

pic: 999 state: 15 wait: 0 next: 48 hit\_a: 10 hit\_d: 112

<frame\_end>

<frame> 48 r

pic: 999 state: 15 wait: 0 next: 49 hit\_a: 10 hit\_d: 114

<frame\_end>

<frame> 49 r

pic: 999 state: 15 wait: 0 next: 50 hit\_a: 10 hit\_d: 116

<frame\_end>

<frame> 50 r10

pic: 999 state: 15 wait: 0 next: 51 hit\_a: 10 hit\_d: 118

<frame\_end>

<frame> 51 r

pic: 999 state: 15 wait: 0 next: 52 hit\_a: 10 hit\_d: 120

<frame\_end>

<frame> 52 r

pic: 999 state: 15 wait: 0 next: 53 hit\_a: 10 hit\_d: 122

<frame\_end>

<frame> 53 r

pic: 999 state: 15 wait: 0 next: 54 hit\_a: 10 hit\_d: 124

<frame\_end>

<frame> 54 r

pic: 999 state: 15 wait: 0 next: 55 hit\_a: 10 hit\_d: 126

<frame\_end>

<frame> 55 r15

pic: 999 state: 15 wait: 0 next: 56 hit\_a: 10 hit\_d: 128

<frame\_end>

<frame> 56 r

pic: 999 state: 15 wait: 0 next: 57 hit\_a: 10 hit\_d: 130

<frame\_end>

<frame> 57 r

pic: 999 state: 15 wait: 0 next: 58 hit\_a: 10 hit\_d: 132

<frame\_end>

<frame> 58 r

pic: 999 state: 15 wait: 0 next: 59 hit\_a: 10 hit\_d: 134

<frame\_end>

<frame> 59 r

pic: 999 state: 15 wait: 0 next: 60 hit\_a: 10 hit\_d: 136

<frame\_end>

<frame> 60 r20

pic: 999 state: 15 wait: 0 next: 61 hit\_a: 10 hit\_d: 138

<frame\_end>

<frame> 61 r

pic: 999 state: 15 wait: 0 next: 62 hit\_a: 10 hit\_d: 140

<frame\_end>

<frame> 62 r

pic: 999 state: 15 wait: 0 next: 63 hit\_a: 10 hit\_d: 142

<frame\_end>

<frame> 63 r

pic: 999 state: 15 wait: 0 next: 64 hit\_a: 10 hit\_d: 144

<frame\_end>

<frame> 64 r

pic: 999 state: 15 wait: 0 next: 65 hit\_a: 10 hit\_d: 146

<frame\_end>

<frame> 65 r25

pic: 999 state: 15 wait: 0 next: 66 hit\_a: 10 hit\_d: 148

<frame\_end>

<frame> 66 r

pic: 999 state: 15 wait: 0 next: 67 hit\_a: 10 hit\_d: 150

<frame\_end>

<frame> 67 r

pic: 999 state: 15 wait: 0 next: 68 hit\_a: 10 hit\_d: 152

<frame\_end>

<frame> 68 r

pic: 999 state: 15 wait: 0 next: 69 hit\_a: 10 hit\_d: 154

<frame\_end>

<frame> 69 r

pic: 999 state: 15 wait: 0 next: 70 hit\_a: 10 hit\_d: 156

<frame\_end>

<frame> 70 r30

pic: 999 state: 15 wait: 0 next: 71 hit\_a: 10 hit\_d: 158

<frame\_end>

<frame> 71 r

pic: 999 state: 15 wait: 0 next: 72 hit\_a: 10 hit\_d: 160

<frame\_end>

<frame> 72 r32

pic: 999 state: 15 wait: 0 next: 20 hit\_a: 10 hit\_d: 162

<frame\_end>

<frame> 80 o1

pic: 999 state: 18 wait: 0 next: 1000

itr:

kind: 0 x: -5 y: 3000 w: 10 h: 10 vrest: 10 injury: 350

itr\_end:

itr:

kind: 0 x: -5 y: 3100 w: 10 h: 10 vrest: 10 injury: 150

itr\_end:

<frame\_end>

<frame> 81 o2

pic: 999 state: 18 wait: 0 next: 1000

itr:

kind: 0 x: -5 y: 3000 w: 10 h: 10 vrest: 10 injury: 350

itr\_end:

itr:

kind: 0 x: -5 y: 3100 w: 10 h: 10 vrest: 10 injury: 140

itr\_end:

<frame\_end>

<frame> 82 o3

pic: 999 state: 18 wait: 0 next: 1000

itr:

kind: 0 x: -5 y: 3000 w: 10 h: 10 vrest: 10 injury: 350

itr\_end:

itr:

kind: 0 x: -5 y: 3100 w: 10 h: 10 vrest: 10 injury: 130

itr\_end:

<frame\_end>

<frame> 83 o4

pic: 999 state: 18 wait: 0 next: 1000

itr:

kind: 0 x: -5 y: 3000 w: 10 h: 10 vrest: 10 injury: 350

itr\_end:

itr:

kind: 0 x: -5 y: 3100 w: 10 h: 10 vrest: 10 injury: 120

itr\_end:

<frame\_end>

<frame> 84 o5

pic: 999 state: 18 wait: 0 next: 1000

itr:

kind: 0 x: -5 y: 3000 w: 10 h: 10 vrest: 10 injury: 350

itr\_end:

itr:

kind: 0 x: -5 y: 3100 w: 10 h: 10 vrest: 10 injury: 110

itr\_end:

<frame\_end>

<frame> 85 o6

pic: 999 state: 18 wait: 0 next: 1000

itr:

kind: 0 x: -5 y: 3000 w: 10 h: 10 vrest: 10 injury: 350

itr\_end:

itr:

kind: 0 x: -5 y: 3100 w: 10 h: 10 vrest: 10 injury: 100

itr\_end:

<frame\_end>

<frame> 86 o7

pic: 999 state: 18 wait: 0 next: 1000

itr:

kind: 0 x: -5 y: 3000 w: 10 h: 10 vrest: 10 injury: 350

itr\_end:

itr:

kind: 0 x: -5 y: 3100 w: 10 h: 10 vrest: 10 injury: 90

itr\_end:

<frame\_end>

<frame> 87 o8

pic: 999 state: 18 wait: 0 next: 1000

itr:

kind: 0 x: -5 y: 3000 w: 10 h: 10 vrest: 10 injury: 190

itr\_end:

itr:

kind: 0 x: -5 y: 3100 w: 10 h: 10 vrest: 10 injury: 80

itr\_end:

<frame\_end>

<frame> 88 o9

pic: 999 state: 18 wait: 0 next: 1000

itr:

kind: 0 x: -5 y: 3000 w: 10 h: 10 vrest: 10 injury: 190

itr\_end:

itr:

kind: 0 x: -5 y: 3100 w: 10 h: 10 vrest: 10 injury: 70

itr\_end:

<frame\_end>

<frame> 89 o10

pic: 999 state: 18 wait: 0 next: 1000

itr:

kind: 0 x: -5 y: 3000 w: 10 h: 10 vrest: 10 injury: 190

itr\_end:

itr:

kind: 0 x: -5 y: 3100 w: 10 h: 10 vrest: 10 injury: 60

itr\_end:

<frame\_end>

<frame> 90 o11

pic: 999 state: 18 wait: 0 next: 1000

itr:

kind: 0 x: -5 y: 3000 w: 10 h: 10 vrest: 10 injury: 190

itr\_end:

itr:

kind: 0 x: -5 y: 3100 w: 10 h: 10 vrest: 10 injury: 50

itr\_end:

<frame\_end>

<frame> 91 o12

pic: 999 state: 18 wait: 0 next: 1000

itr:

kind: 0 x: -5 y: 3000 w: 10 h: 10 vrest: 10 injury: 190

itr\_end:

itr:

kind: 0 x: -5 y: 3100 w: 10 h: 10 vrest: 10 injury: 40

itr\_end:

<frame\_end>

<frame> 92 o13

pic: 999 state: 18 wait: 0 next: 1000

itr:

kind: 0 x: -5 y: 3000 w: 10 h: 10 vrest: 10 injury: 190

itr\_end:

itr:

kind: 0 x: -5 y: 3100 w: 10 h: 10 vrest: 10 injury: 30

itr\_end:

<frame\_end>

<frame> 93 o14

pic: 999 state: 18 wait: 0 next: 1000

itr:

kind: 0 x: -5 y: 3000 w: 10 h: 10 vrest: 10 injury: 190

itr\_end:

itr:

kind: 0 x: -5 y: 3100 w: 10 h: 10 vrest: 10 injury: 20

itr\_end:

<frame\_end>

<frame> 94 o15

pic: 999 state: 18 wait: 0 next: 1000

itr:

kind: 0 x: -5 y: 3000 w: 10 h: 10 vrest: 10 injury: 190

itr\_end:

itr:

kind: 0 x: -5 y: 3100 w: 10 h: 10 vrest: 10 injury: 10

itr\_end:

<frame\_end>

<frame> 95 o16

pic: 999 state: 18 wait: 0 next: 1000

itr:

kind: 0 x: -5 y: 3000 w: 10 h: 10 vrest: 10 injury: 190

itr\_end:

itr:

kind: 0 x: -5 y: 3100 w: 10 h: 10 vrest: 10 injury: 0

itr\_end:

<frame\_end>

<frame> 100 e1

pic: 999 state: 15 wait: 1 next: 101

<frame\_end>

<frame> 101 e1

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 100

opoint\_end:

<frame\_end>

<frame> 102 e2

pic: 999 state: 15 wait: 1 next: 103

<frame\_end>

<frame> 103 e2

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 101

opoint\_end:

<frame\_end>

<frame> 104 e3

pic: 999 state: 15 wait: 1 next: 105

<frame\_end>

<frame> 105 e3

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 120

opoint\_end:

<frame\_end>

<frame> 106 e4

pic: 999 state: 15 wait: 1 next: 107

<frame\_end>

<frame> 107 e4

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 121

opoint\_end:

<frame\_end>

<frame> 108 e5

pic: 999 state: 15 wait: 1 next: 109

<frame\_end>

<frame> 109 e5

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 122

opoint\_end:

<frame\_end>

<frame> 110 e6

pic: 999 state: 15 wait: 1 next: 111

<frame\_end>

<frame> 111 e6

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 123

opoint\_end:

<frame\_end>

<frame> 112 e7

pic: 999 state: 15 wait: 1 next: 113

<frame\_end>

<frame> 113 e7

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 124

opoint\_end:

<frame\_end>

<frame> 114 e8

pic: 999 state: 15 wait: 1 next: 115

<frame\_end>

<frame> 115 e8

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 150

opoint\_end:

<frame\_end>

<frame> 116 e9

pic: 999 state: 15 wait: 1 next: 117

<frame\_end>

<frame> 117 e9

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 151

opoint\_end:

<frame\_end>

<frame> 118 e10

pic: 999 state: 15 wait: 1 next: 119

<frame\_end>

<frame> 119 e10

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 217

opoint\_end:

<frame\_end>

<frame> 120 e11

pic: 999 state: 15 wait: 1 next: 121

<frame\_end>

<frame> 121 e11

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 218

opoint\_end:

<frame\_end>

<frame> 122 e12

pic: 999 state: 15 wait: 1 next: 123

<frame\_end>

<frame> 123 e12

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 200

opoint\_end:

<frame\_end>

<frame> 124 e13

pic: 999 state: 15 wait: 1 next: 125

<frame\_end>

<frame> 125 e13

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 203

opoint\_end:

<frame\_end>

<frame> 126 e14

pic: 999 state: 15 wait: 1 next: 127

<frame\_end>

<frame> 127 e14

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 205

opoint\_end:

<frame\_end>

<frame> 128 e15

pic: 999 state: 15 wait: 1 next: 129

<frame\_end>

<frame> 129 e15

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 206

opoint\_end:

<frame\_end>

<frame> 130 e16

pic: 999 state: 15 wait: 1 next: 131

<frame\_end>

<frame> 131 e16

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 207

opoint\_end:

<frame\_end>

<frame> 132 e17

pic: 999 state: 15 wait: 1 next: 133

<frame\_end>

<frame> 133 e17

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 208

opoint\_end:

<frame\_end>

<frame> 134 e18

pic: 999 state: 15 wait: 1 next: 135

<frame\_end>

<frame> 135 e18

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 209

opoint\_end:

<frame\_end>

<frame> 136 e19

pic: 999 state: 15 wait: 1 next: 137

<frame\_end>

<frame> 137 e19

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 210

opoint\_end:

<frame\_end>

<frame> 138 e20

pic: 999 state: 15 wait: 1 next: 139

<frame\_end>

<frame> 139 e20

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 211

opoint\_end:

<frame\_end>

<frame> 140 e21

pic: 999 state: 15 wait: 1 next: 141

<frame\_end>

<frame> 141 e21

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 212

opoint\_end:

<frame\_end>

<frame> 142 e22

pic: 999 state: 15 wait: 1 next: 143

<frame\_end>

<frame> 143 e22

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 213

opoint\_end:

<frame\_end>

<frame> 144 e23

pic: 999 state: 15 wait: 1 next: 145

<frame\_end>

<frame> 145 e23

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 214

opoint\_end:

<frame\_end>

<frame> 146 e24

pic: 999 state: 15 wait: 1 next: 147

<frame\_end>

<frame> 147 e24

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 215

opoint\_end:

<frame\_end>

<frame> 148 e25

pic: 999 state: 15 wait: 1 next: 149

<frame\_end>

<frame> 149 e25

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 216

opoint\_end:

<frame\_end>

<frame> 150 e26

pic: 999 state: 15 wait: 1 next: 151

<frame\_end>

<frame> 151 e26

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 223

opoint\_end:

<frame\_end>

<frame> 152 e27

pic: 999 state: 15 wait: 1 next: 153

<frame\_end>

<frame> 153 e27

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 224

opoint\_end:

<frame\_end>

<frame> 154 e28

pic: 999 state: 15 wait: 1 next: 155

<frame\_end>

<frame> 155 e28

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 226

opoint\_end:

<frame\_end>

<frame> 156 e29

pic: 999 state: 15 wait: 1 next: 157

<frame\_end>

<frame> 157 e29

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 229

opoint\_end:

<frame\_end>

<frame> 158 e30

pic: 999 state: 15 wait: 1 next: 159

<frame\_end>

<frame> 159 e30

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 229

opoint\_end:

<frame\_end>

<frame> 160 e31

pic: 999 state: 15 wait: 1 next: 161

<frame\_end>

<frame> 161 e31

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 229

opoint\_end:

<frame\_end>

<frame> 162 e32

pic: 999 state: 15 wait: 1 next: 163

<frame\_end>

<frame> 163 e32

pic: 999 state: 15 wait: 0 next: 1000

opoint:

kind: 1 x: 0 y: -40 action: 0 oid: 1

opoint\_end:

<frame\_end>

程式碼寫起來長度相當嚇人，建議有足夠的邏輯觀念再來挑戰

這邊想給一個小提示：  
因為stage中的<phase>有放20個id的上限  
另外就是type: 3 的物件直接用stage來放的話，y的位置會在高空300的地方，且可能有y速度  
因此較建議用type: 5來放置物件 stage.dat

id: 301 act: ## x: ##

( id: 301 type: 5 )

<frame> ## event

pic: 999 state: 15 wait: 1 next: ##

<frame\_end>

<frame> ## event

pic: 999 state: 15 wait: 1 next: 1000

opoint:

kind: 1 x: 0 y: 0 action: ## oid: ## facing: 2

opoint\_end:

<frame\_end>