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[代码|Code]CCI FX Library Fix [复制链接]

发表于 2017-7-13 17:06:28 | 只看该作者 楼主 电梯直达

Functions:

```
01.  AddFx( Client, Effect Name, additional Parameters ); // 这个用来激活特效|This one activates your Effect
02.
03.  RemFx( Client, Effect Name, additional Parameters );// 这个用来移除特效|This one removes your Effect
```

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fxAvatar:
[CN]这个效果会创建一个当前人物的替身并将玩家设置成为隐身
[EN]This one creates an avatar of the current player and set the current player invisible

```
01.  AddFx( Client, "fxAvatar", "create", __int_Sequence, __float_Framerate );
02.  RemFx( Client, "fxAvatar", 0 );
```

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fxBlow:
[CN]这个效果会释放一个气场[]
[EN]This calls a shockwave

```
01.  AddFx( Client, "fxBlow" );
```

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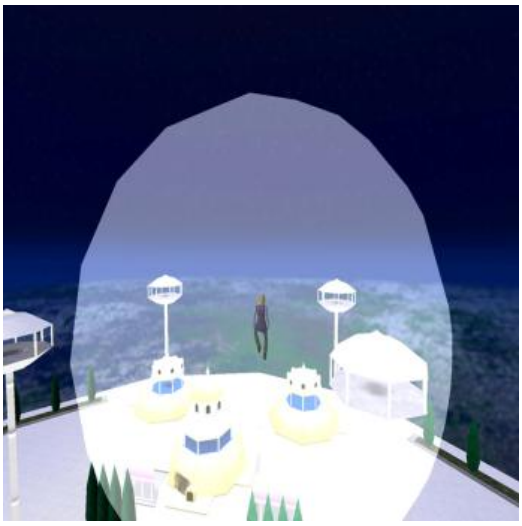

fxCallSpirits:
[CN]这个效果会召唤元气[]
[EN]This is the effect that ESF used for the SpiritBomb Charge.

```
01.  AddFx( Client, "fxCallSpirits", 1 , __int_Z_Offset );
02.  RemFx( Client, "fxCallSpirits", 0 );
```
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fxExplosion:
[CN]这个能引发一个爆炸效果[]
[EN]This is the Message that calls ESF's default explosion effect.

```
01.  AddFx( Client, "fxExplosion", __int_Size , __int_Color, __int_Z_Offset );
```
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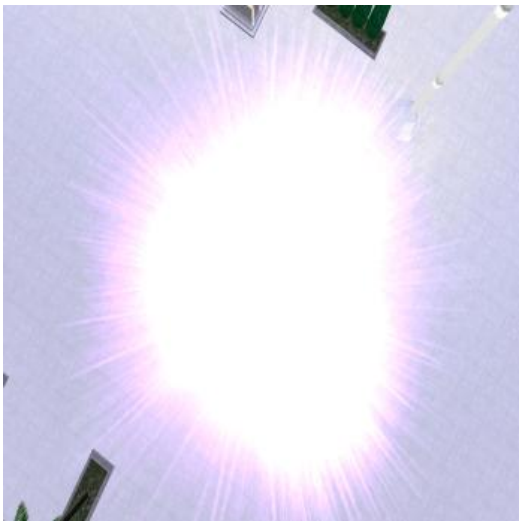

fxExplosionsmoke:
[CN]这个是爆炸时的烟雾效果[]
[EN]This is the Message that calls ESF's default explosion smoke effect.

```
01.  AddFx( Client, "fxExplosion", __int_Size , __int_Z_Offset );
```
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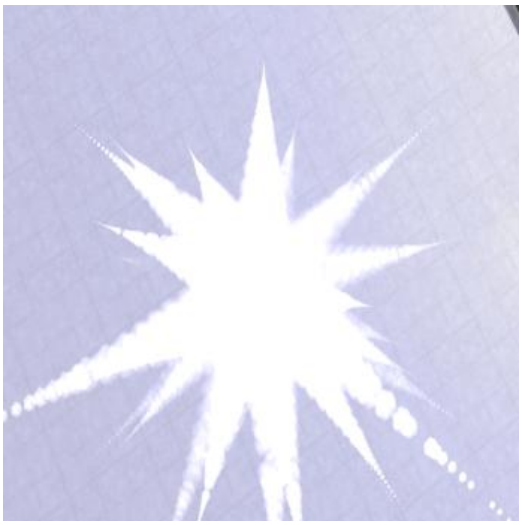

fxLgtField:
[CN]创建一个闪电区域[]
[EN]This is a Lightning Field around your character.

```
01.  AddFx( Client, "fxLgtField", __float_Rate , __int_SpriteSize, __int_Brightness, __int_FieldSize,
     __int_Z_FieldSize );
02.  RemFx( Client, "fxLgtField", 0 );
```
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fxWorldLight:
[CN]在玩家身边创建一个亮光区域[]
[EN]This is a Light Field around your character.

```
01.
02.   AddFx( Client, "fxWorldLight", __int_Radius, __int_Red, __int_Green, __int_Blue, __int_Life,
      __int_DecayRate );
03.
```

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fxEntitiyLight:
[CN]给玩家打一盏造型灯[]
[EN]This is a Light on your character.

```
01.
02.   AddFx( Client, "fxEntityLight", __int_Radius, __int_Red, __int_Green, __int_Blue, __int_Life,
      __int_DecayRate );
03.
```

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fxBSPLight:
[CN]设置地图明亮度（建议使用set_lights来更改地图明亮度）[]
[EN]Set lightness for the current map(instead of this you had better use set_lights).

```
01.
02.   AddFx( Client, "fxBSPLight", __int_Strength );
03.
```

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fxLightning:
[CN]这是一个大型闪电效果[]
[EN]This sets a big Lightning effect.

```
01.
02.   AddFx( Client, "fxLightning", __string_Sprite, __int_Life, __int_Width, __int_Noise, __int_Red,
      __int_Green, __int_Blue, __int_Brightness, __int_amount, __int_StartRange, __int_TargetRange );
03.
```

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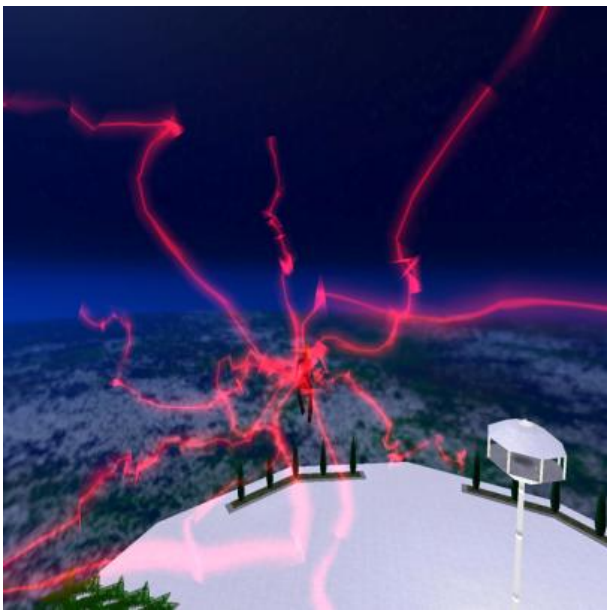

fxModelEntity:
[CN]这个效果会创建一个模型实体[]
[EN]This function allows you to spawn a model entity with lots of possible properties.

```
01.
02.  AddFx( Client, "fxModelEntity", __string_Model, __int_AttachmentFlag, __int_RenderMode, __float_Alpha,
     __int_Red, __int_Green, __int_Blue, __float_Framerate, __float_Scale, __int_Z_Offset, __int_Skin );
03.  RemFx( Client, "fxModelEntity",0 );
04.
```

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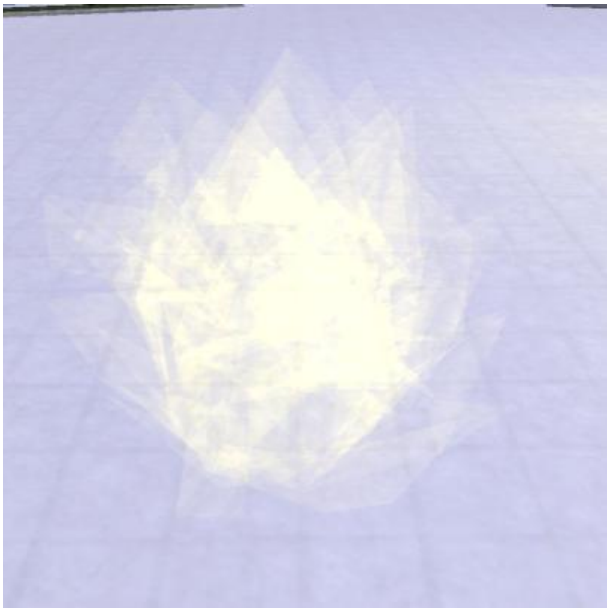

fxPowerup:
[CN]给人物添加蓄气效果[]
[EN]This created the Powerup Effect we know from the recharging.

```
01.
02.  AddFx( Client, "fxPowerup", __int_Red, __int_Green, __int_Blue );
03.  RemFx( Client, "fxPowerup", 0 );
04.
```

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fxScreenFade:
[CN]这是屏幕闪光的效果[]
[EN]This is the default ScreenFade.

```
01.
02.   AddFx( Client, "fxScreenFade", __float_Duration, __float_HoldTime, __int_Flags, __int_Red, __int_Green,
      __int_Blue, __int_Alpha );
03.
```

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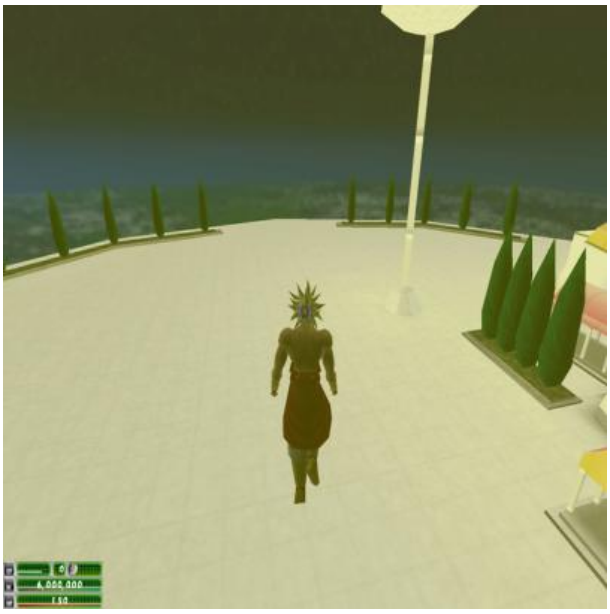

fxScreenShake:
[CN]这是一个屏幕振动效果[]
[EN]This is the default ScreenShake.

```
01.
02.   AddFx( Client, "fxScreenShake", __float_Amplitude, __float_Duration, __float_Frequency );
03.
```

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fxSmokeField:
[CN]这个效果能够创建一块冒烟区域[]
[EN]This creates a field of smoke around your character.

```
01.
02.   AddFx( Client, "fxSmokeField", __string_Sprite, __float_Frequency, __int_Size, __int_Framerate,
      __int_ParticleAmount, __int_FieldSize );
03.   RemFx( Client, "fxSmokeField", 0 );
04.
```

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fxSprite:
[CN]这个会显示一张SPR并在播放一次后自动消失
[EN]This spawns a sprite that plays once then disappears.

```
01.
02.   AddFx( Client, "fxSprite", __string_Sprite, __int_Scale, __int_Brightness, __int_X_Offset, __int_Y_Offset,
      __int_Z_Offset );
03.
```

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fxSpriteBall:
[CN]这是一个SPR粒子特效，由多个SPR粒子组成
[EN]This is a SpriteBall / Spherical Particle Effect.

```
01.
02.   AddFx( Client, "fxSpriteBall", __string_Sprite, __float_Timer, __int_ParticleSize, __int_Brightness,
      __int_X_Size, __int_Y_Size, __int_Z_Size );
03.   RemFx( Client, "fxSpriteBall", __string_Sprite, 0 );
04.
```

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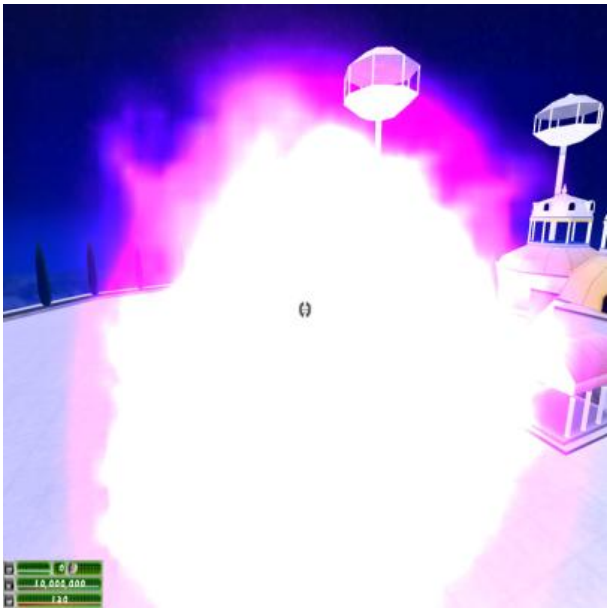

fxSpriteEntity:
[CN]这个效果能创建一个SPR实体并提供多个相关参数[]
[EN]This function allows you to spawn a sprite entity with lots of possible properties.

```
01.
02.   AddFx( Client, "fxSpriteEntity", __string_Sprite, __int_AttachmentFlag, __int_RenderMode, __float_Alpha,
      __int_Red, __int_Green, __int_Blue, __float_Framerate, __float_Scale, __int_Z_Offset, __int_Skin );
03.   RemFx( Client, "fxSpriteEntity", 0 );
04.
```

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fxSpriteField:
[CN]这是个SPR粒子区[]
[EN]This is a sprite particle field.

```
01.
02.   AddFx( Client, "fxSpriteField", __string_Sprite, __float_Timer, __int_ParticleSize, __int_Brightness,
      __int_ParticleAmount, __int_FieldSize );
03.   RemFx( Client, "fxSpritefield", 0 );
04.
```

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fxSpriteRays:
[CN]这是一个SPR射线效果
[EN]This creates some Sprite Rays.

```
01.
02.   AddFx( Client, "fxSpriteRays", __string_Sprite, __int_Life, __int_Width, __int_Noise, __int_Red,
      __int_Green, __int_Blue, __int_Brightness, __int_Speed, __int_FieldSize, __int_Direction, __int_Amount );
03.
```

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fxCSpriteRays:
[CN]这是一个大型SPR射线效果
[EN]This creates some constant Sprite Rays.

```
01.
02.   AddFx( Client, "fxSpriteRays", __string_Sprite, __float_Timer, __int_Life, __int_Width, __int_Noise,
      __int_Red, __int_Green, __int_Blue, __int_Brightness, __int_Speed, __int_FieldSize, __int_Direction,
      __int_Amount );
03.   RemFx( Client, "fxSpriteRays", 0 );
04.
```

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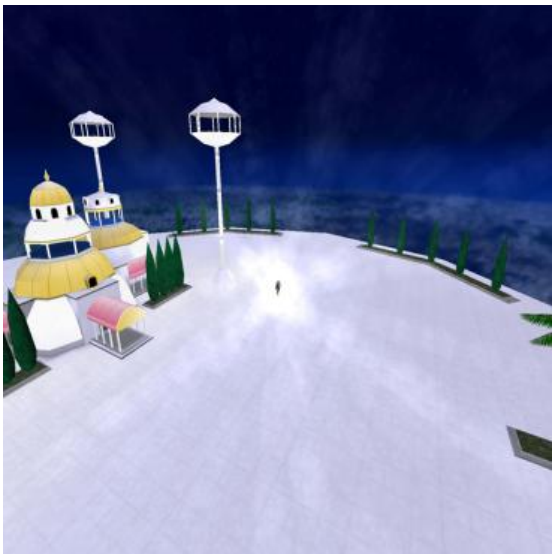

fxVerticalSpriteField:
[CN]这个是SPR垂直效果区域
[EN]This is a sprite vertical field.

```
01.
02.   AddFx( Client, "fxVerticalSpriteField", __string_Sprite, __float_Timer, __int_Life, __int_Width,
      __int_Noise, __int_Red, __int_Green, __int_Blue, __int_Brightness, __int_Speed, __int_Framerate,
      __int_FieldSize );
03.   RemFx( Client, "fxVerticalSpritefield", 0 );
04.
```

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fxPowerWave:
[CN]这是一个气圈效果[]
[EN]This calls a PowerWave.

```
01.
02.   AddFx( Client, "fxPowerWave", __string_Sprite, __int_Red, __int_Green, __int_Blue, __int_Brightness,
      __int_Spread );
03.
```

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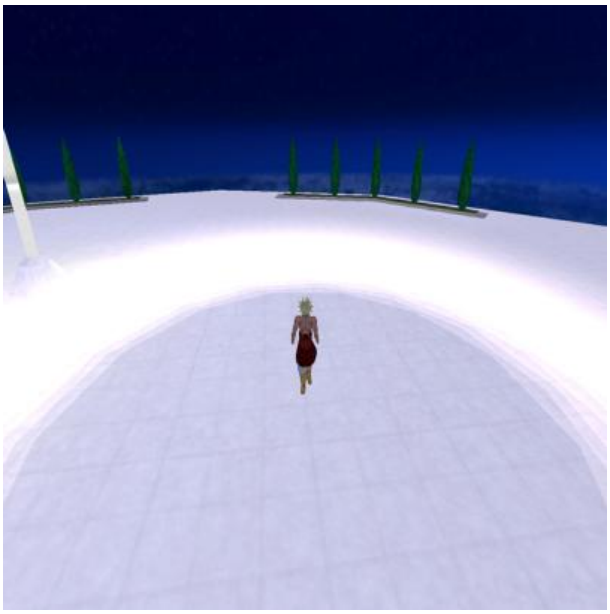

fxBeamTorus:
[CN]这是一个平面圆环效果[]
[EN]This calls a BeamTorus

```
01.
02.   AddFx( Client, "fxBeamTorus", __string_Sprite, __int_Red, __int_Green, __int_Blue, __int_Brightness,
      __int_Spread, __int_Life, __int_Width, __int_Amplitude );
03.
```

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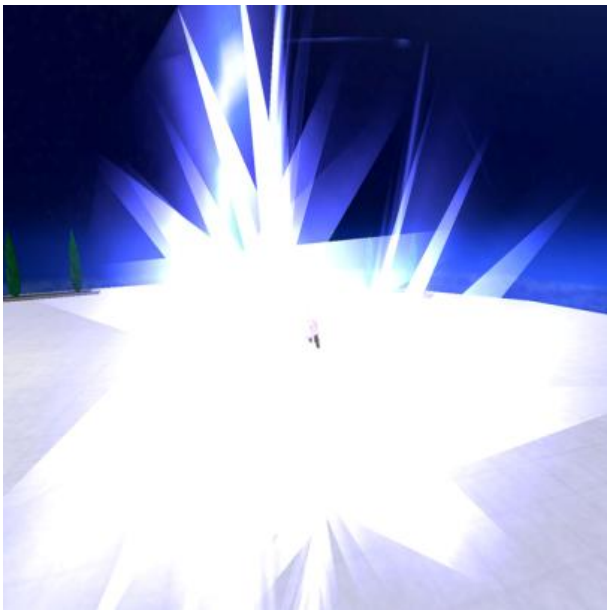

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