--desc:hello

--Tier、Kicker、Receiver防守转换

Kicker2BallDir = function()

return CRole2BallDir("Kicker")

end

Receiver2BallDir = function()

return CRole2BallDir("Receiver")

end

Tier2BallDir = function()

return CRole2BallDir("Tier")

end

-----使角色朝向球

function getOppNum()

local oppTable = CGetOppNums()

-- pairs 迭代 table元素的迭代器

for i,val in pairs(oppTable) do -- 遍历 表 oppTable里的所有 key 和 value

num = tonumber(val) -- 把 value 字符串转为数字

if COppIsGetBall(num-1) then

return true

end

end

end

-----获得敌方拿球队员序号num

----------------------------------------------------------------------------------------

---拿球球员是否在前场

function IsOppNum\_x1\_L()

local OppGetBall\_x = COppNum\_x(num-1)

local OppGetBall\_y = COppNum\_y(num-1)

if OppGetBall\_x > 180 and OppGetBall\_y < 0 then

return true

end

end

--

function IsOppNum\_x1\_R()

local OppGetBall\_x = COppNum\_x(num-1)

local OppGetBall\_y = COppNum\_y(num-1)

if OppGetBall\_x > 180 and OppGetBall\_y > 0 then

return true

end

end

---拿球球员是否在中场

function IsOppNum\_x2\_L()

local OppGetBall\_x = COppNum\_x(num-1)

local OppGetBall\_y = COppNum\_y(num-1)

if OppGetBall\_x < 180 and OppGetBall\_x > -180 and OppGetBall\_y < 0 then

return true

end

end

--

function IsOppNum\_x2\_R()

local OppGetBall\_x = COppNum\_x(num-1)

local OppGetBall\_y = COppNum\_y(num-1)

if OppGetBall\_x < 180 and OppGetBall\_x > -180 and OppGetBall\_y > 0 then

return true

end

end

---拿球球员是否在后场

function IsOppNum\_x3\_L()

local OppGetBall\_x = COppNum\_x(num-1)

local OppGetBall\_y = COppNum\_y(num-1)

if OppGetBall\_x < -180 and OppGetBall\_y < 0 then

return true

end

end

--

function IsOppNum\_x3\_R()

local OppGetBall\_x = COppNum\_x(num-1)

local OppGetBall\_y = COppNum\_y(num-1)

if OppGetBall\_x < -180 and OppGetBall\_y > 0 then

return true

end

end

------------------------------------------

gPlayTable.CreatePlay{

firstState = "Start",

["Start"] = {

switch = function()

if COppIsGetBall(num-1) then

return "Defence"

elseif CIsGetBall("Kicker") or CIsGetBall("Receiver") or CIsGetBall("Tier") then

return "Attack"

end

end,

},

["Defence"] = {

switch = function()

if IsOppNum\_x1\_L() then

return "Frontcourt\_L"

elseif IsOppNum\_x1\_R() then

return "Frontcourt\_R"

elseif IsOppNum\_x2\_L() then

return "Midfield\_L"

elseif IsOppNum\_x2\_R() then

return "Midfield\_R"

elseif IsOppNum\_x3\_L() then

return "Backcourt\_L"

elseif IsOppNum\_x3\_R() then

return "Backcourt\_R"

end

end,

},

---Tier、Kicker、Receiver都在后场左边防守。

["Frontcourt\_L"] = {

Kicker = task.GotoPos("Kicker",-220,0,Kicker2BallDir),

Receiver = task.GotoPos("Receiver",-242,-56,Receiver2BallDir),

Tier = task.GotoPos("Tier",-246,-59,Tier2BallDir),

Goalie = task.Goalie()

{switch = function()

if IsOppNum\_x1\_R() or IsOppNum\_x2\_L() or IsOppNum\_x2\_R() or IsOppNum\_x3\_L() or IsOppNum\_x3\_R() then

return "Defence"

elseif CIsGetBall("Kicker") or CIsGetBall("Receiver") or CIsGetBall("Tier") then

return "Attack"

end

end,}

},

---Tier、Kicker、Receiver都在后场右边防守。

["Frontcourt\_R"] = {

Kicker = task.GotoPos("Kicker",-220,0,Kicker2BallDir),

Receiver = task.GotoPos("Receiver",-242,56,Receiver2BallDir),

Tier = task.GotoPos("Tier",-246,59,Tier2BallDir),

Goalie = task.Goalie()

{switch = function()

if IsOppNum\_x1\_L() or IsOppNum\_x2\_L() or IsOppNum\_x2\_R() or IsOppNum\_x3\_L() or IsOppNum\_x3\_R() then

return "Defence"

elseif CIsGetBall("Kicker") or CIsGetBall("Receiver") or CIsGetBall("Tier") then

return "Attack"

end

end,}

},

-----------

--Receiver、Tier在守门员边界前偏左，Kicker在前方防守。

["Midfield\_L"] = {

Kicker = task.RefDef("Kicker"),

Receiver = task.GotoPos("Receiver",-220,0,Receiver2BallDir),

Tier = task.GotoPos("Tier",-244,-58,Tier2BallDir),

Goalie = task.Goalie()

{switch = function()

if IsOppNum\_x1\_L() or IsOppNum\_x1\_R() or IsOppNum\_x2\_R() or IsOppNum\_x3\_L() or IsOppNum\_x3\_R() then

return "Defence"

elseif CIsGetBall("Kicker") or CIsGetBall("Receiver") or CIsGetBall("Tier") then

return "Attack"

end

end,}

},

--Receiver、Tier在守门员边界前偏右，Kicker在前方防守。

["Midfield\_R"] = {

Kicker = task.RefDef("Kicker"),

Receiver = task.GotoPos("Receiver",-220,0,Receiver2BallDir),

Tier = task.GotoPos("Tier",-244,58,Tier2BallDir),

Goalie = task.Goalie()

{switch = function()

if IsOppNum\_x1\_L() or IsOppNum\_x1\_R() or IsOppNum\_x2\_L() or IsOppNum\_x3\_L() or IsOppNum\_x3\_R() then

return "Defence"

elseif CIsGetBall("Kicker") or CIsGetBall("Receiver") or CIsGetBall("Tier") then

return "Attack"

end

end,}

},

-----------

---Tier在守门员边界前偏左，Kicker、Receiver在前方防守。

["Backcourt\_L"] = {

Kicker = task.RefDef("Kicker"),

Receiver = task.RefDef("Receiver"),

Tier = task.GotoPos("Tier",-220,-50,Tier2BallDir),

Goalie = task.Goalie()

{switch = function()

if IsOppNum\_x1\_L() or IsOppNum\_x1\_R() or IsOppNum\_x2\_L() or IsOppNum\_x2\_R() or IsOppNum\_x3\_R() then

return "Defence"

elseif CIsGetBall("Kicker") or CIsGetBall("Receiver") or CIsGetBall("Tier") then

return "Attack"

end

end, }

},

---Tier在守门员边界前偏右，Kicker、Receiver在前方防守。

["Backcourt\_R"] = {

Kicker = task.RefDef("Kicker"),

Receiver = task.RefDef("Receiver"),

Tier = task.GotoPos("Tier",-220,50,Tier2BallDir),

Goalie = task.Goalie()

{switch = function()

if IsOppNum\_x1\_L() or IsOppNum\_x1\_R() or IsOppNum\_x2\_L() or IsOppNum\_x2\_R() or IsOppNum\_x3\_L() then

return "Defence"

elseif CIsGetBall("Kicker") or CIsGetBall("Receiver") or CIsGetBall("Tier") then

return "Attack"

end

end, }

},

name = "Normal\_defence"

}

唔西迪西防守方案5.0

--获取我方球员状态

-----对方拿球队员在前场情况下。

--我方球员是否两个及以上在前场

function IsOurRole\_F()

local OurKicker\_x = COurRole\_x(Kicker)

local OurReceiver\_x = COurRole\_x(Receiver)

local OurTier\_x = COurRole\_x(Tier)

if OurKicker\_x > 0 and OurReceiver\_x > 0 then

return true

elseif OurKicker\_x >0 and OurTier\_x > 0 then

return true

elseif OurReceiver\_x > 0 and OurTier\_x > 0 then

return true

end

end

--我方球员是否两个及以上在后场

function IsOurRole\_B()

local OurKicker\_x = COurRole\_x(Kicker)

local OurReceiver\_x = COurRole\_x(Receiver)

local OurTier\_x = COurRole\_x(Tier)

if OurKicker\_x < 0 and OurReceiver\_x < 0 then

return true

elseif OurKicker\_x < 0 and OurTier\_x < 0 then

return true

elseif OurReceiver\_x < 0 and OurTier\_x < 0 then

return true

end

end