红色为昨天基础上的修改。

要怎么获取对方除拿球队员以外队员的坐标？？？

获取对方除拿球队员以外队员的坐标

*-- 获取对方没有拿球的球员编号*

*-- 暂时先把守门员也考虑进去了*

*-- 使用方法： local NoBallNum = OppNotGetBallNum()   声明一个本地变量 接收函数返回值（table类型）*

function OppNotGetBallNum()

local oppTable = CGetOppNums() *-- 敌方所有上场球员编号*

*-- 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*

local number = tonumber(val) *-- 把 value 字符串转为数字*

local NoBallTable = {-1,-1,-1}

if ~COppIsGetBall(number-1) then *-- number编号的球员没有拿到球*

            NoBallTable[i] = number

end

end

return NoBallTable  *-- 返回table类型*

end

获取坐标：

*--[[ 获得没有拿到球的对方球员的位置 ]]*

*function NoBallX1()*

*local NoBallTable = OppNotGetBallNum()*

*return COppNum\_x(NoBallTable[1])*

*end*

上面这个函数是喂了获得 其中一个没有拿球球员的x轴坐标

大概是这样写的 没有测试过，lua table类型的变量 下标是从1开始的哦~

--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

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

--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

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

---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() and IsOurRole\_B() then

return "Frontcourt\_L"

elseif IsOppNum\_x1\_R() and IsOurRole\_B() then

return "Frontcourt\_R"

elseif IsOppNum\_x1\_R() and IsOurRole\_F() then

return "Rush\_L"

elseif IsOppNum\_x1\_R() and IsOurRole\_F() then

return "Rush\_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,

},

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

--对方拿球队员在前场情况下，我方球员若两个及以上在前场，则上前防卫；若两个及以上在后场，则都退回守门员边界防守。

这个点我还要再说一下，你现在已经在Defence状态下了，不需要再return “Defence”了~这样会产生死循环的。 return “Attack” 的部分是正确的

["Rush\_L"] = {

Kicker = task.RefDef("Kicker"),

Receiver = task.RefDef("Receiver"),

Tier = task.GotoPos("Tier",-220,-50,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,}

},

["Rush\_R"] = {

Kicker = task.RefDef("Kicker"),

Receiver = task.RefDef("Receiver"),

Tier = task.GotoPos("Tier",-220,50,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\_defence2"

}

唔西迪西防守方案6.0

（？获取敌方除拿球队员以外球员的坐标。

这个不太懂(つд⊂) 我不会。⬇获取车号后怎么一个一个用出去。就像C/C++一样用下标访问，lua的table类型的下标是从1开始的。比如一个table ： local t = {1,2,3} 可用t[1]访问到1，t[2] 访问到2

CGetOppNums获取敌方所有上场车号，以表类型返回for...in pairs(table)do...的方式遍历table并找到场上敌方车号。）

唔西迪西看了一下视频，决定5.0敌方拿球在后场时全员防守模式，因为已经离球门很近了，没必要特地守在一个点。

前场中场时场地竖着划分要更细。之前是两块，现在改成四块。把y轴另外拿出来写，新增function IsOppNum\_y系列。

|  |  |  |  |
| --- | --- | --- | --- |
| 左 | 中左 | 中右 | 右 |
| 后场全员RefDef | | | |