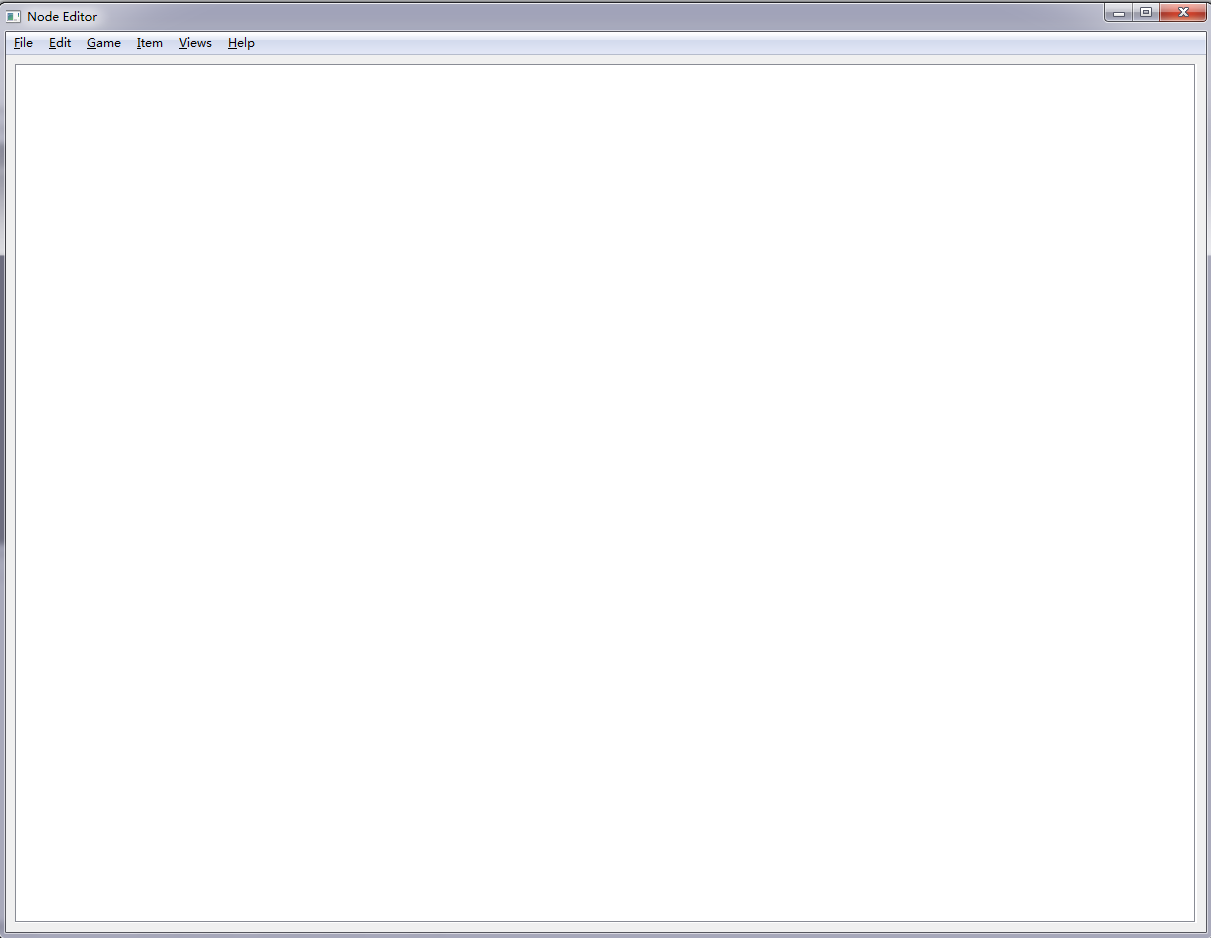
# 事件编辑器使用说明

## 如何启动

软件路径：打开 design/tools/main/run.bat

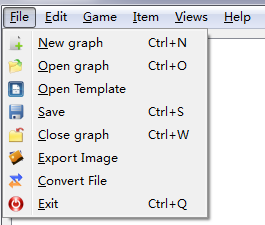
## 界面说明



### 选项栏

内容包含：

#### File



New graph: 新建副本事件

Open graph：打开指定副本文件

Open template：

Save：保存修改

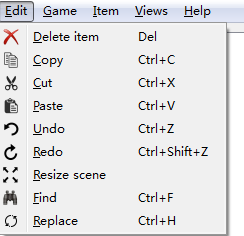
Close graph：关闭当前副本事件文件

Export Image：

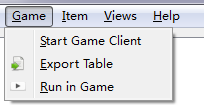
Convert File：

Exit：退出

#### Edit



#### Game

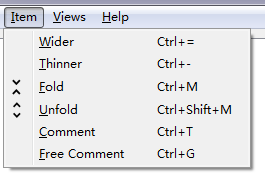


打开游戏客户端

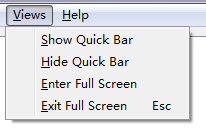
导出表格

将副本事件在客户端中运行

#### Item

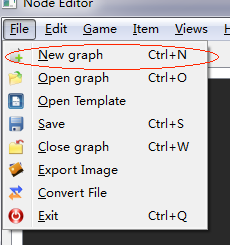
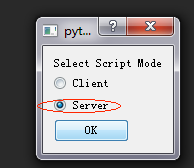


#### Views

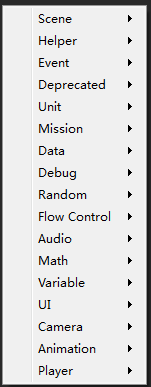


## 编辑功能

新建：File——new graph

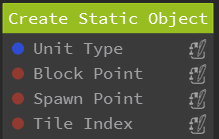
——>

右键菜单，显示节点选项：



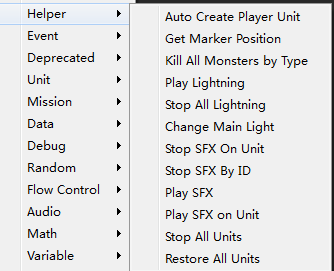
### Scene





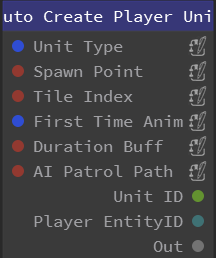
说明：

### Helper



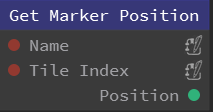
节点说明





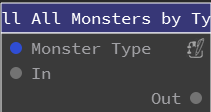
作用：





作用：

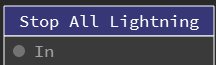




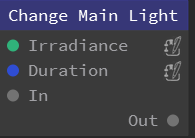




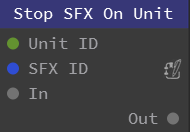




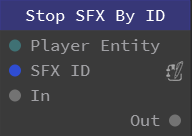




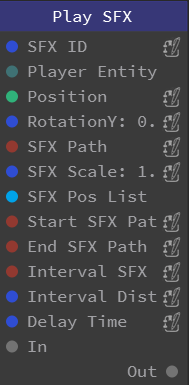




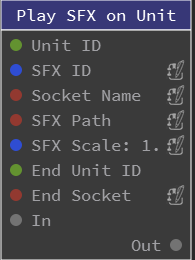




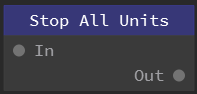




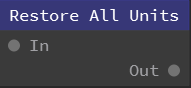




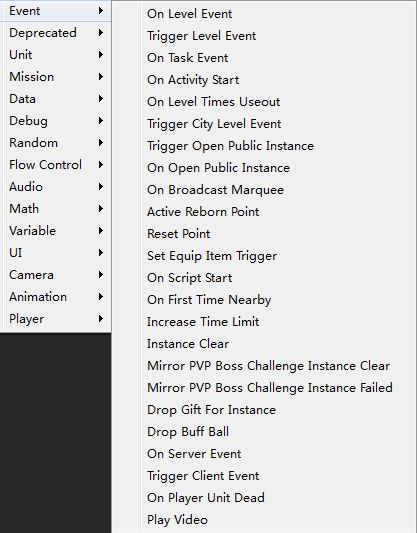




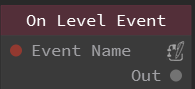




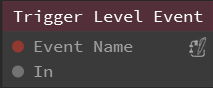
### Event

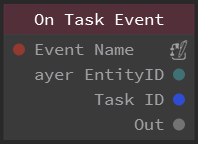


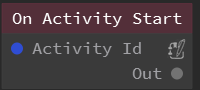


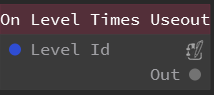


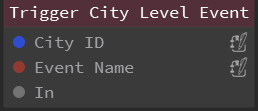


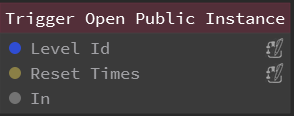


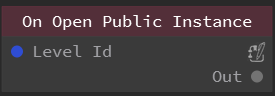


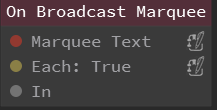


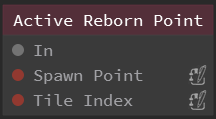


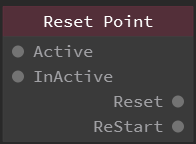


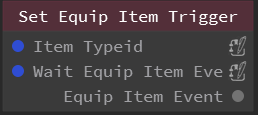


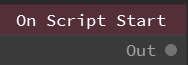


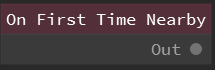


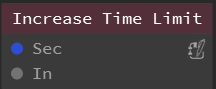


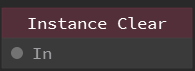


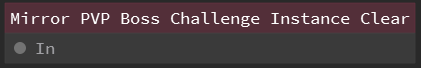


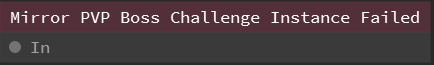


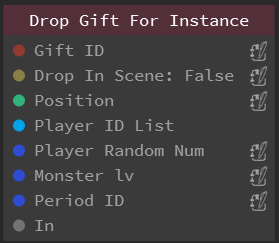


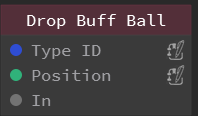


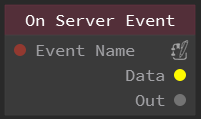


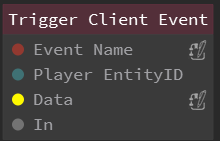


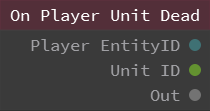


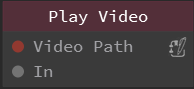






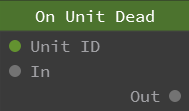






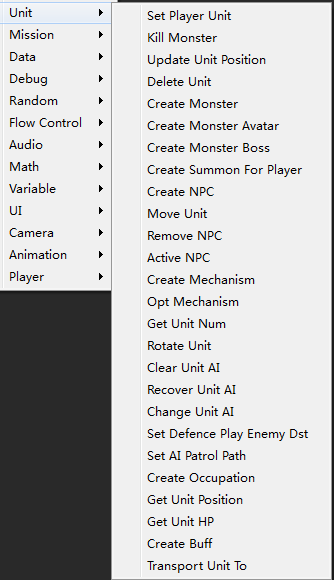
### Deprecated

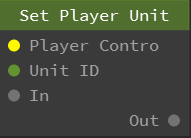




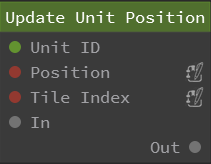


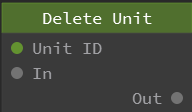
### Unit

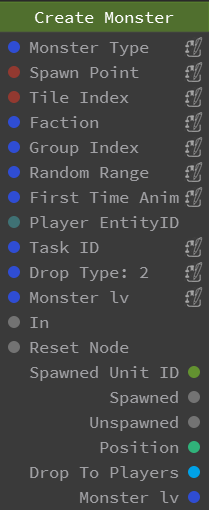


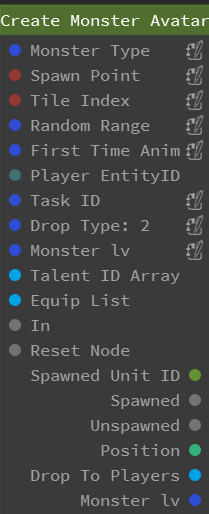


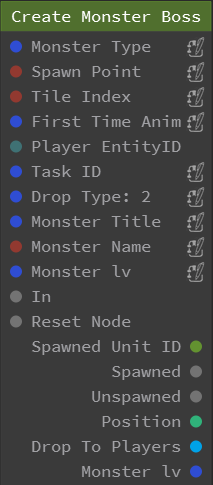


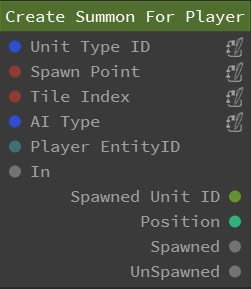


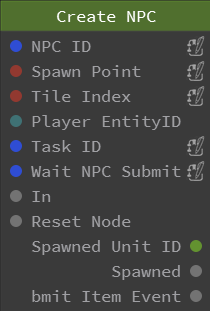


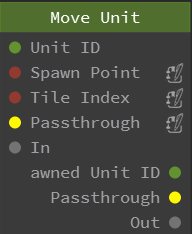


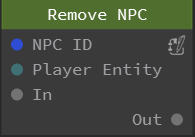


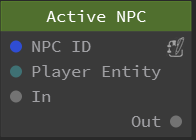


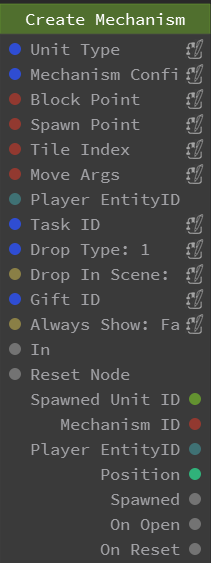


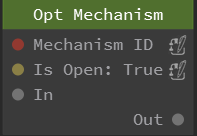


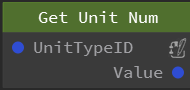


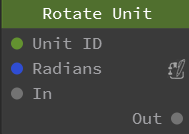


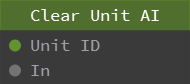


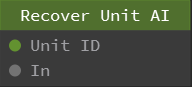


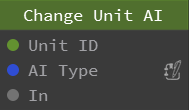


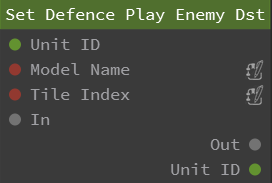


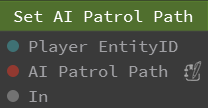


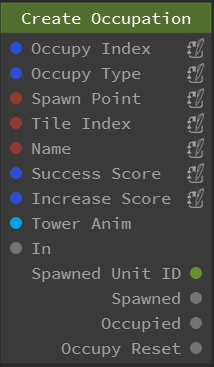


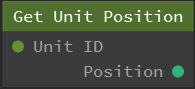


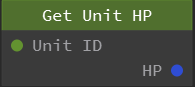


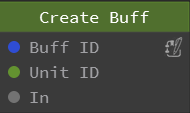


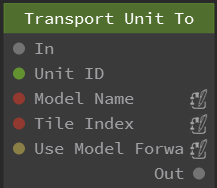




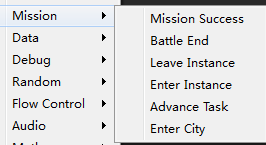


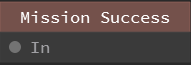


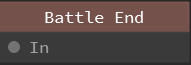


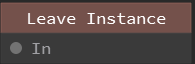


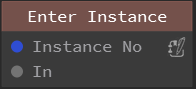
### Mission

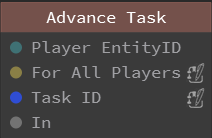


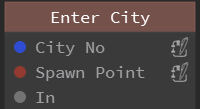




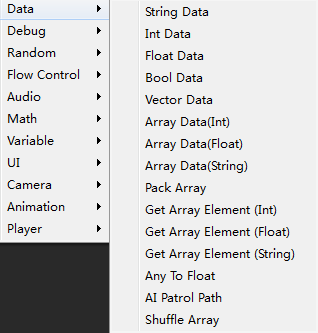


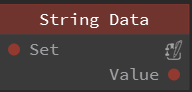


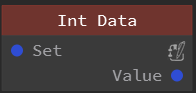


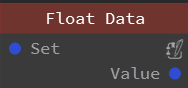


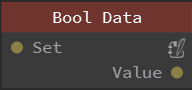
### Data

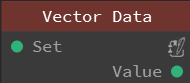


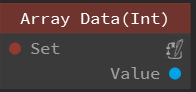


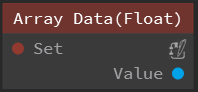


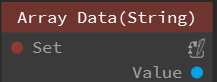


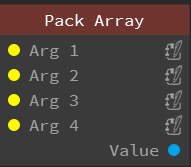


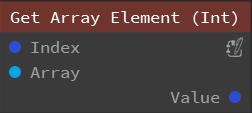


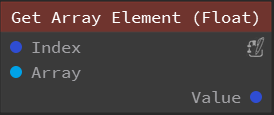


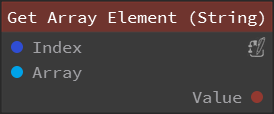


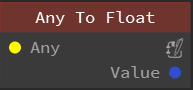


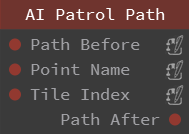








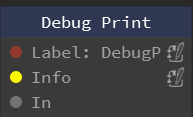


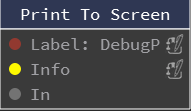




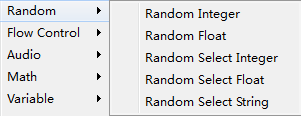
### Debug

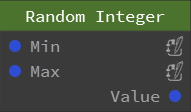


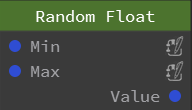


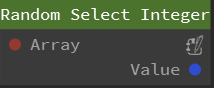


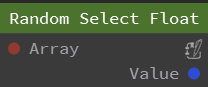
### Random

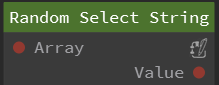




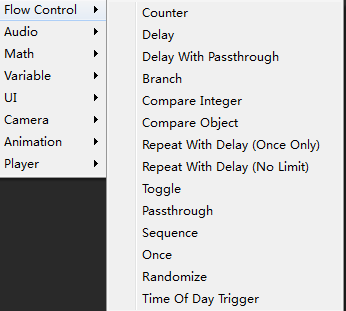


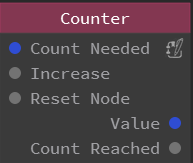


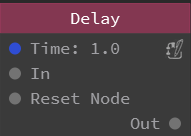


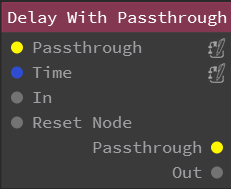


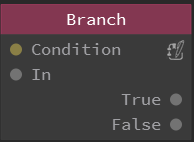
### Flow Control

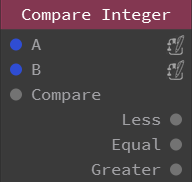


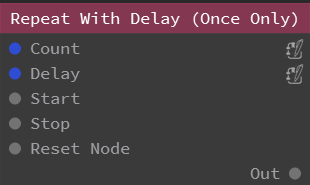


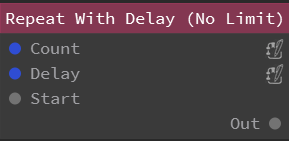


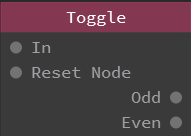


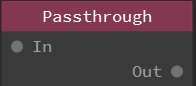


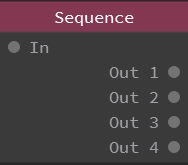


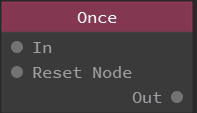


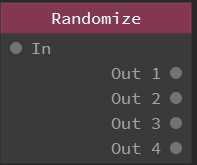


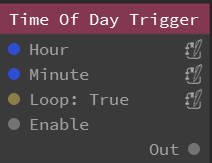










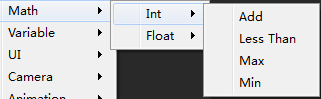


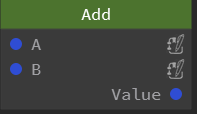
### Audio

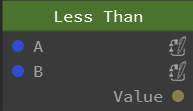


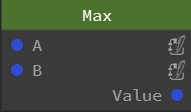


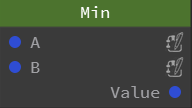
### Math





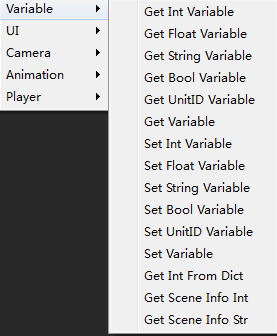


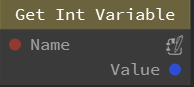


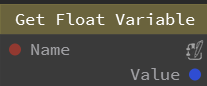


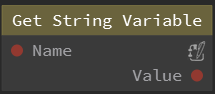


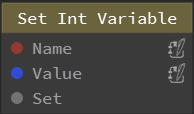
### Variable

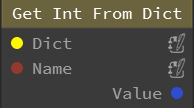


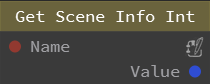




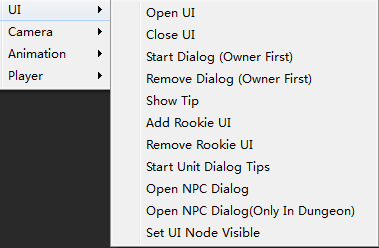


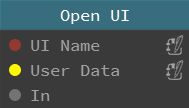


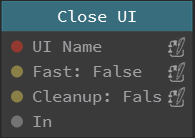


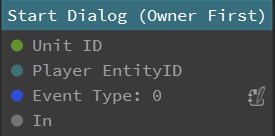


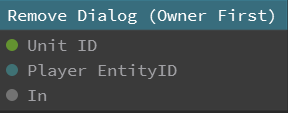
### Ui

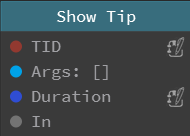


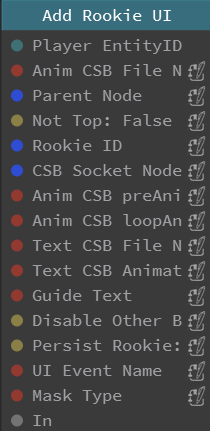


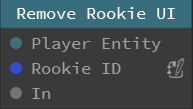


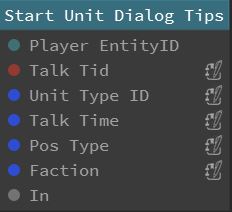


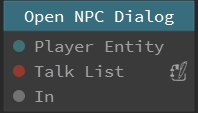


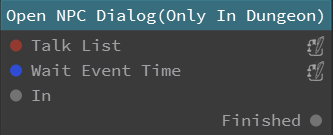


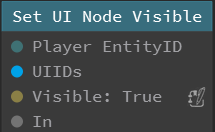




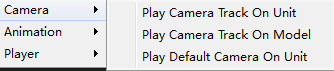


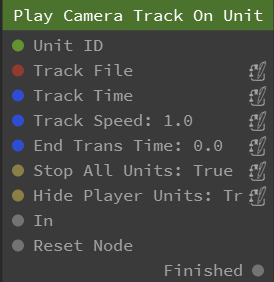


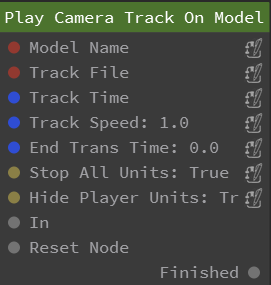


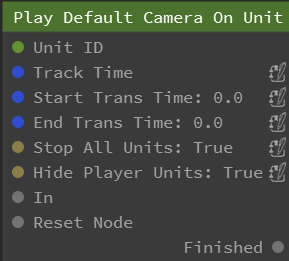


### Camera



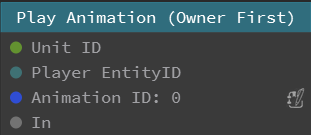


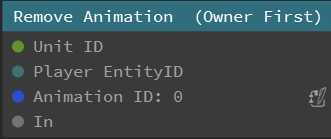




### Animation







### Player

