Sự Kiện Trò Chơi

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| Tên | Cách Sử Dụng | Các Tham Số | Mô Tả Tham Số |
| Backpack.ItemChange | Changes in props in container | blockid | block type |
| itemid | prop type |
| itemnum | prop quantity |
| x,y,z | block coordinates |
| Backpack.ItemPutIn | There are props in the container | blockid | block type |
| itemid | prop type |
| itemnum | prop quantity |
| x,y,z | block coordinates |
| Backpack.ItemTakeOut | There are items in the container. Take them out. | blockid | block type |
| itemid | prop type |
| itemnum | prop quantity |
| x,y,z | block coordinates |
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Sự Kiện Trò Chơi

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| Tên | Cách Sử Dụng | Các Tham Số | Mô Tả Tham Số |
| Game.Hour | Universal Hour Time Change | hour | game hours |
| Game.RunTime | World Tick Changes | second | game minutes |
| ticks | game seconds |

Sự Kiện Thực Thể

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| Tên | Cách Sử Dụng | Các Tham Số | Mô Tả Tham Số |
| Actor.AddBuff | Mobs gain status effects | eventobjid | event creature |
| actorid | event creature type |
| buffid | state id |
| bufflvl | state level |
| Actor.AreaIn | Biological entry area | eventobjid | event creature |
| areaid | area id |
| Actor.AreaOut | The creature leaves the area | eventobjid | event creature |
| areaid | area id |
| Actor.AttackHit | Attack Hit | eventobjid | event creature |
| toobjid | attack target |
| actorid | event creature type |
| targetactorid | type of creature attacked |
| Actor.Attack | attack | eventobjid | event creature |
| toobjid | attack target |
| actorid | event creature type |
| targetactorid | type of creature attacked |
| Actor.BeHurt | Hurt | eventobjid | event creature |
| toobjid | attack target |
| hurtlv | damage value |
| actorid | event creature type |
| Actor.Beat | Mob defeats player/mob | eventobjid | event creature |
| toobjid | attack target |
| actorid | event creature type |
| targetactorid | type of creature attacked |
| Actor.ChangeAttr | Property changes | eventobjid | event creature |
| actorid | event creature type |
| actorattr | attribute enumeration value |
| actorattrval | changed value |
| Actor.ChangeMotion | The creature's behavioral state changes to [n] | eventobjid | event creature |
| actorid | event creature type |
| actormotion | action enumeration value |
| Actor.Collide | Colliding with a player/mob | eventobjid | event creature |
| toobjid | attack target |
| actorid | event creature type |
| targetactorid | type of creature attacked |
| Actor.Create | Created | eventobjid | event creature |
| actorid | event creature type |
| Actor.Damage | cause some damages | eventobjid | event creature |
| toobjid | attack target |
| hurtlv | damage value |
| actorid | event creature type |
| targetactorid | type of creature attacked |
| Actor.Die | die | eventobjid | event creature |
| toobjid | attack target |
| actorid | event creature type |
| Actor.Projectile.Hit | Throwing objects hit | eventobjid | event throwing object |
| toobjid | hit object |
| itemid | prop type |
| targetactorid | the type of creature hit |
| x,y,z | the block coordinates |
| helperobjid | object of the thrown object |
| Actor.RemoveBuff | Mobs lose status effects | eventobjid | event creature |
| actorid | event creature type |
| buffid | state id |
| bufflvl | state level |

Sự Kiện Block

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| Tên | Cách Sử Dụng | Các Tham Số | Mô Tả Tham Số |
| Block.Add | Created | blockid | block type |
| x,y,z | block coordinates |
| Block.DestroyBy | When such blocks are destroyed locally | eventobjid | event player |
| blockid | block type |
| x,y,z | block coordinates |
| Block.Dig.Begin | When any block is mined | eventobjid | event player |
| blockid | block type |
| x,y,z | block coordinates |
| Block.Dig.Cancel | Any block is mined and canceled | eventobjid | event player |
| blockid | block type |
| x,y,z | block coordinates |
| Block.Dig.End | Blocks are mined | eventobjid | event player |
| blockid | block type |
| x,y,z | block coordinates |
| Block.Remove | Block removal | blockid | block type |
| x,y,z | block coordinates |
| Block.Trigger | Active/Powered | eventobjid | event player |
| blockid | block type |
| x,y,z | block coordinates |

Sự Kiện Vật Phẩm

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| Tên | Cách Sử Dụng | Các Tham Số | Mô Tả Tham Số |
| DropItem.AreaIn | Drops enter the area | eventobjid | event drop |
| areaid | area id |
| item | item type |
| DropItem.AreaOut | Drops leave the area | eventobjid | event drop |
| areaid | area id |
| item | item type |
| Item.Create | Drops are created | eventobjid | event drop |
| itemid | item type |
| defaultvalue | drop method |
| x,y,z | block coordinates |
| Item.Destroy | When some of these equipment is destroyed | eventobjid | event object |
| itemid | prop type |
| itemnum | prop quantity |
| Item.Disappear | Drops disappear | eventobjid | event drop |
| itemid | item type |
| itemnum | item quantity |
| x,y,z | block coordinates |
| Item.Pickup | Drops are picked up | toobjid | object picked up |
| itemid | item type |
| itemnum | item quantity |
| x,y,z | block coordinates |
| Item.expend | Part of this food item is consumed | eventobjid | event object |
| itemid | prop type |
| itemnum | prop quantity |
| Missile.AreaIn | Throwing objects into the area | eventobjid | event throw |
| areaid | area id |
| itemid | item type |
| helperobjid | object of the thrown object |
| Missile.AreaOut | Throwing objects leave the area | eventobjid | event throw |
| areaid | area id |
| itemid | item type |
| helperobjid | object of the thrown object |
| Missile.Create | Throwables are created | eventobjid | event player |
| itemid | item type |
| toobjid | event throwable |
| x,y,z | block coordinates |
| Particle.Item.OnCreate | When the effect is created on the drop | eventobjid | event drop |
| effectid | special effect type |
| x,y,z | block position |

Sự Kiện Hiệu Ứng

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| Tên | Cách Sử Dụng | Các Tham Số | Mô Tả Tham Số |
| Particle.Mob.OnCreate | Any creature's special effect is created | eventobjid | event creature |
| effectid | effect type |
| x,y,z | block location |
| Particle.Player.OnCreate | Special effects are created on any player | eventobjid | event player |
| effectid | effect type |
| x,y,z | block position |
| Particle.Pos.OnCreate | Special effects are created at any position | effectid | effect type |
| x,y,z | block position |
| Particle.Projectile.OnCreate | Any projectile effects are created | eventobjid | event throw |
| effectid | effect type |
| x,y,z | block position |

Sự Kiện UI

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| Tên | Cách Sử Dụng | Các Tham Số | Mô Tả Tham Số |
| UI.Button.Click | Button Click | eventobjid | event player |
| CustomUI | event ui |
| uielement | event component |
| UI.Button.TouchBegin | Button Press | eventobjid | event player |
| CustomUI | event ui |
| uielement |  |
| UI.GLoader3D.Click | The model of the current interface is released | eventobjid | event player |
| CustomUI | event ui |
| uielement | event component |
| UI.GLoader3D.TouchBegin | The model of the current interface is pressed | eventobjid | event player |
| CustomUI | event ui |
| uielement | event component |
| UI.Hide | The interface is closed | eventobjid | event player |
| CustomUI | event ui |
| UI.LostFocus | Custom UI input box loses focus | eventobjid | event player |
| CustomUI | event ui |
| uielement | event element |
| content | input content |
| UI.Show | The interface is opened | CustomUI | event ui |

Các Sự Kiện Khác

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| Tên | Cách Sử Dụng | Các Tham Số | Mô Tả Tham Số |
| BluePrint.BuildBegin | Blueprint creation begins | areaid | region id |
| Craft.end | Complete any recipe synthesis | eventobjid | event object |
| craftid | recipe id |
| itemid | item type |
| itemnum | item quantity |
| Developer.BuyItem | Any player purchases or withdraws merchandise props | eventobjid | event object |
| itemid | prop type |
| Furnace.begin | Any smelting starts | furanceid | smelting id |
| x,y,z | block location |
| Furnace.end | Any smelting ends | furanceid | smelting id |
| x,y,z | block location |
| MiNiVip\_1 | Buy a Mini Membership for 1 month | eventobjid | event player |
| MiNiVip\_3 | Buy a 3-month Mini Membership | eventobjid | event player |
| Plot.begin | Any scenario starts | eventobjid | event object |
| toobjid | target object |
| plotid | plot type |
| targetactorid | target creature type |
| Plot.end | Any plot ends | eventobjid | event object |
| toobjid | target object |
| plotid | plot type |
| targetactorid | target creature type |
| QQMusic.PlayBegin | QQ Music starts playing | eventobjid | event player |
| qqMusicId | music id |
| minitimer.change | Specifying timer changes | timerid | timer id |
| timername | timer name |
| timertime | timer time |