**数据书写格式**

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***非 作 者 同 意 严 禁 查 看***

**共用体原型：**

union { //个性化属性

struct { //方块

BLOCK\_ID block;

}\_block;

struct { //近战刀具

DWORD damage;

UINT singVarn;

DWORD cd;

short dur;

float momentum; //冲量

}\_blade;

struct { //镐

DWORD damage;

int power; //镐力

int diglvl; //挖掘等第

UINT singVarn;

DWORD cd;

short dur;

float momentum; //冲量

}\_pickaxe;

struct { //斧

DWORD damage;

int power; //斧力

UINT singVarn;

DWORD cd;

short dur;

float momentum; //冲量

}\_axe;

struct { //远程武器

DWORD damage;

UINT singVarn;

DWORD cd; //攻击冷却

short dur;

ENTITY\_ID proj; //弹药ID

DWORD proj\_move\_cd; //弹药飞行冷却

float momentum; //冲量

}\_far;

}u;

**ItemData：**

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **e.g.** 5 | 木剑 | wooden\_sword | 1 | | | 5 | 2 | 120 | 520 | 9.9 |  |  |

**[id] [name] [eng\_id] [maxHeap] [type] {…}**

**type:**

#define ITT\_NONE '0'

#define ITT\_MATERIAL 'm'

#define ITT\_BLOCK 'B'

#define ITT\_BLADE '|'

#define ITT\_AXE '%'

#define ITT\_PICKAXE '<'

#define ITT\_FAR 'f'

#define ITT\_PUT '$'

#define ITT\_ARMOR 'a'

**{…}args:**

**B方块： [blockid]**

**| 刃：[dmg] [singVarn] [dur] [cd] [momentum]**

**% 斧：[dmg] [singVarn] [dur] [cd] [momentum] [power]**

**< 镐：[dmg] [singVarn] [dur] [cd] [momentum] [power] [digLvl]**

**dur:耐久度**

**power: 挖的点数**

**# digLvl:**

**1 – 泥土等基础方块 2-可以挖木头了 3-可以挖石头了**

**f 远程武器：[dmg] [singVarn] [dur] [cd] [momentum] [projID] [projMoveCD]**

**projID:弹药ID**

**projMoveCD:弹药飞行冷却(ms)**

**BlockData：**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **e.g: 2** | **石头** | **stone** | **2** | **2** | **11** |

**[id] [name] [eng\_id] [id2\_cnt] [brrtype] [dur] [hardness]**

**brrtype:**

#define BRR\_AIR 0x00 //空

#define BRR\_THROUGH 0x01 //可穿过

#define BRR\_BLOCK 0x02 //隔档的方块

#define BRR\_FLUID 0x03 //流体

**dur 🡨-dig—power**

**hardness 🡨-dig—digLvl 见**上方