globals

unit array udg\_uu123

trigger gg\_trg\_dahama= null

integer array udg\_xyx1

timerdialog udg\_dabian1CK= null

timer udg\_dabian1= null

integer udg\_DABIA1= 0

boolean udg\_zhenk1= false

integer array udg\_ppwanj

multiboard udg\_dmb= null

string array udg\_ZFX1

string udg\_ZFX

integer array udg\_sjj

integer array udg\_wpppcd

integer array udg\_wpppcd1

trigger gg\_trg\_libaoyingx1\_\_\_\_\_\_\_u= null

trigger gg\_trg\_XXXC= null

hashtable SJWEBase\_\_P=InitHashtable()

hashtable SJWEBase\_\_F=InitHashtable()

hashtable DATA=InitHashtable()

integer SJWEBase\_\_TListEnd=0

integer array SJWEBase\_\_TNextIndex

trigger array SJWEBase\_\_TTriggerList

real SJWEMinX

real SJWEMaxX

real SJWEMinY

real SJWEMaxY

hashtable YDHT

hashtable YDLOC

string array chcnm

trigger array tgcnm

real yd\_MapMaxX=0

real yd\_MapMinX=0

real yd\_MapMaxY=0

real yd\_MapMinY=0

string array YDWEBase\_\_\_yd\_PlayerColor

item yd\_NullTempItem

group yd\_NullTempGroup

trigger yd\_DamageEventTrigger=null

trigger array YDWETriggerEvent\_\_DamageEventQueue

integer YDWETriggerEvent\_\_DamageEventNumber=0

region yd\_NullTempRegion

timer SJTimersystem\_\_Timer=CreateTimer()

item bj\_lastCombinedItem=null

trigger array YDWEStringFormula\_\_ItemCombineEventQueue

integer YDWEStringFormula\_\_ItemCombineEventNumber=0

integer YDWEStringFormula\_\_SEGMENT\_LENGTH=4

integer YDWEStringFormula\_\_FormulaData=0

integer YDWETimerSystem\_\_CurrentTime

integer YDWETimerSystem\_\_CurrentIndex

integer YDWETimerSystem\_\_TaskListHead

integer YDWETimerSystem\_\_TaskListIdleHead

integer YDWETimerSystem\_\_TaskListIdleMax

integer array YDWETimerSystem\_\_TaskListIdle

integer array YDWETimerSystem\_\_TaskListNext

integer array YDWETimerSystem\_\_TaskListTime

trigger array YDWETimerSystem\_\_TaskListProc

trigger YDWETimerSystem\_\_fnRemoveUnit

trigger YDWETimerSystem\_\_fnDestroyTimer

trigger YDWETimerSystem\_\_fnRemoveItem

trigger YDWETimerSystem\_\_fnDestroyEffect

trigger YDWETimerSystem\_\_fnDestroyLightning

trigger YDWETimerSystem\_\_fnRunTrigger

timer YDWETimerSystem\_\_Timer

integer YDWETimerSystem\_\_TimerHandle

integer udg\_i\_number=0

dialog udg\_duihuakuang=null

button array udg\_duihuakuanganniu

location array udg\_dian

integer array udg\_itemids\_weapon

integer array udg\_itemids\_chest

integer array udg\_itemids\_ring

integer udg\_i\_level=0

integer array udg\_zhuanshengxishu

integer array udg\_i\_renwukills

boolean array udg\_renwubuerzhi

integer array udg\_shuxingjiacheng

integer array udg\_a\_Glow

integer array udg\_i\_Glow

unit array udg\_u\_BM

unit array udg\_u\_BMX

unit array udg\_u\_BMXX

unit array udg\_u\_BB

real udg\_caca1= 0

integer array udg\_itemids\_nt

integer array udg\_itemids\_shuxing

integer udg\_shux=0

integer udg\_nd=0

integer array udg\_i\_TrainingMax

integer array udg\_i\_TrainingNumber

group udg\_group=null

dialog udg\_duihuakuan=null

integer array udg\_i\_Glo

real udg\_baolu=0

integer array udg\_zuozhe

integer udg\_fenghuoyanliansha\_num=0

timerdialog udg\_JSQCK=null

integer array udg\_ZS

timer udg\_JSQ=null

real udg\_ind=0

integer udg\_Cvsha= 0

integer udg\_ND=0

string xgdg\_EBAAAAAAAAAAA

integer array udg\_JN

integer udg\_ZX=0

integer array xgdg\_vBAAAAAAAAAAA

integer array xgdg\_FBAAAAAAAAAAA

integer array xgdg\_uBAAAAAAAAAAA

integer array xgdg\_GBAAAAAAAAAAA

integer array xgdg\_tBAAAAAAAAAAA

integer array xgdg\_HBAAAAAAAAAAA

integer array xgdg\_sBAAAAAAAAAAA

integer array xgdg\_IBAAAAAAAAAAA

integer array xgdg\_rBAAAAAAAAAAA

integer array xgdg\_JBAAAAAAAAAAA

integer array xgdg\_qBAAAAAAAAAAA

integer array xgdg\_KBAAAAAAAAAAA

integer array udg\_tongguan

integer array udg\_jf

integer array xgdg\_pBAAAAAAAAAAA

integer array xgdg\_LBAAAAAAAAAAA

integer array xgdg\_oBAAAAAAAAAAA

integer array xgdg\_MBAAAAAAAAAAA

integer array xgdg\_nBAAAAAAAAAAA

integer array xgdg\_NBAAAAAAAAAAA

integer array xgdg\_mBAAAAAAAAAAA

integer array xgdg\_OBAAAAAAAAAAA

integer array xgdg\_lBAAAAAAAAAAA

rect array udg\_di

location udg\_point=null

rect gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_00=null

rect gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_01=null

rect gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_02=null

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rect gg\_rct\_\_\_\_\_\_\_\_\_\_u=null

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rect gg\_rct\_\_\_\_\_\_\_\_\_\_W1=null

rect gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_u=null

rect gg\_rct\_\_\_\_\_\_\_2\_\_\_u=null

rect gg\_rct\_\_\_\_\_\_\_3\_\_\_u=null

rect gg\_rct\_\_\_\_\_\_\_4\_\_\_u=null

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rect gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_8=null

rect gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_33=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_2837434=null

trigger gg\_trg\_\_\_\_\_\_\_12245=null

trigger gg\_trg\_\_\_\_\_\_\_1224=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_boss45545=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_921874=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_bossnit=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_bosshechen=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_2190748=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_9238147=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234=null

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trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3488=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_345727=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_9802374=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_u=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_646243=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_23984798=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_32148954=null

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trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_55=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_002=null

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trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_27893243=null

trigger gg\_trg\_\_\_\_\_\_\_\_13234=null

trigger gg\_trg\_libao1=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1329874=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_8793789=null

trigger gg\_trg\_\_\_\_\_\_\_01=null

trigger gg\_trg\_ShowIcon1=null

trigger gg\_trg\_ShowIcon2=null

trigger gg\_trg\_jianandu2=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006\_\_\_\_\_\_\_u=null

trigger gg\_trg\_jianandu1=null

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trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3247684=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_324768=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294786=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294788=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_005=null

trigger gg\_trg\_wanjia1=null

trigger gg\_trg\_\_\_\_\_\_\_9743664=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_110=null

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trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_42=null

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trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_50=null

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trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_61=null

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trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_81=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_82=null

trigger gg\_trg\_jinengshengji=null

trigger gg\_trg\_QL=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_546835=null

trigger gg\_trg\_\_\_\_\_\_\_938278932=null

trigger gg\_trg\_\_\_\_\_\_\_12350=null

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trigger gg\_trg\_Amj=null

trigger gg\_trg\_jiamu=null

trigger gg\_trg\_Ab00=null

trigger gg\_trg\_Ab05=null

trigger gg\_trg\_Ab0556=null

trigger gg\_trg\_Ab02=null

trigger gg\_trg\_Ab10=null

trigger gg\_trg\_Ab11=null

trigger gg\_trg\_Ab166=null

trigger gg\_trg\_Ab12=null

trigger gg\_trg\_ab18=null

trigger gg\_trg\_45q=null

trigger gg\_trg\_Ab20=null

trigger gg\_trg\_Ab19=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_666=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_666\_\_\_\_\_\_\_u=null

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trigger gg\_trg\_zhaohuan2=null

trigger gg\_trg\_Ab41=null

trigger gg\_trg\_Ab42=null

trigger gg\_trg\_fujiashux=null

trigger gg\_trg\_Ab414=null

trigger gg\_trg\_Ab413=null

trigger gg\_trg\_Ab59=null

trigger gg\_trg\_Ab50=null

trigger gg\_trg\_Ab51=null

trigger gg\_trg\_Ab52=null

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trigger gg\_trg\_Training\_Buy=null

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trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_VIP=null

trigger gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1245=null

trigger gg\_trg\_shangcheng=null

unit gg\_unit\_o003\_0015=null

unit gg\_unit\_o001\_0000=null

unit gg\_unit\_o002\_0011=null

unit gg\_unit\_nfoh\_0014=null

unit gg\_unit\_o007\_0013=null

unit gg\_unit\_o00A\_0019=null

unit gg\_unit\_o00B\_0020=null

unit gg\_unit\_o00A\_0029=null

unit gg\_unit\_o00A\_0054=null

unit gg\_unit\_o00A\_0052=null

unit gg\_unit\_o00A\_0053=null

unit gg\_unit\_o00A\_0051=null

unit gg\_unit\_o00A\_0057=null

unit gg\_unit\_o00A\_0056=null

unit gg\_unit\_o00A\_0055=null

unit gg\_unit\_O03D\_0035=null

destructable gg\_dest\_YTcx\_0000=null

integer si\_\_YDWEStringFormula\_\_Inventory\_F=0

integer si\_\_YDWEStringFormula\_\_Inventory\_I=0

integer array si\_\_YDWEStringFormula\_\_Inventory\_V

integer s\_\_YDWEStringFormula\_\_ItemIdMatrix\_Data

integer s\_\_YDWEStringFormula\_\_ItemIdMatrix\_Total=1

integer array s\_\_YDWEStringFormula\_\_ItemIdMatrix\_itemId

string array s\_\_YDWEStringFormula\_\_ItemIdMatrix\_keyStr

integer array s\_\_YDWEStringFormula\_\_ItemIdMatrix\_keyLen

integer s\_\_YDWEStringFormula\_\_FormulaMatrix\_Data

integer s\_\_YDWEStringFormula\_\_FormulaMatrix\_Total=1

string array s\_\_YDWEStringFormula\_\_FormulaMatrix\_formula

integer array s\_\_YDWEStringFormula\_\_FormulaMatrix\_segmLen

string array s\_\_YDWEStringFormula\_\_FormulaMatrix\_model

string array s\_\_YDWEStringFormula\_\_FormulaMatrix\_message

integer array s\_\_YDWEStringFormula\_\_FormulaMatrix\_chance

boolean array s\_\_YDWEStringFormula\_\_FormulaMatrix\_delete

integer si\_\_YDWEStringFormula\_\_Sorting\_F=0

integer si\_\_YDWEStringFormula\_\_Sorting\_I=0

integer array si\_\_YDWEStringFormula\_\_Sorting\_V

integer array s\_\_\_YDWEStringFormula\_\_Sorting\_stack

integer s\_\_\_YDWEStringFormula\_\_Sorting\_stack\_size=8

integer array s\_\_YDWEStringFormula\_\_Sorting\_stack

integer array s\_\_\_YDWEStringFormula\_\_Sorting\_count

integer array s\_\_YDWEStringFormula\_\_Sorting\_count

integer array s\_\_YDWEStringFormula\_\_Sorting\_total

string array s\_\_YDWEStringFormula\_\_Sorting\_char

integer array si\_\_YDWEStringFormula\_\_Inventory\_type

trigger array st\_\_YDWEStringFormula\_\_Inventory\_onDestroy

trigger st\_\_YDWEStringFormula\_\_Sorting\_onDestroy

integer f\_\_arg\_this

endglobals

function s\_\_YDWEStringFormula\_\_Inventory\_\_allocate takes nothing returns integer

local integer this=si\_\_YDWEStringFormula\_\_Inventory\_F

if this!=0 then

set si\_\_YDWEStringFormula\_\_Inventory\_F=si\_\_YDWEStringFormula\_\_Inventory\_V[this]

else

set si\_\_YDWEStringFormula\_\_Inventory\_I=si\_\_YDWEStringFormula\_\_Inventory\_I+1

set this=si\_\_YDWEStringFormula\_\_Inventory\_I

endif

if this>8190 then

call DisplayTimedTextToPlayer(GetLocalPlayer(),0,0,1000.,"Unable to allocate id for an object of type: YDWEStringFormula\_\_Inventory")

return 0

endif

set si\_\_YDWEStringFormula\_\_Inventory\_type[this]=1

set si\_\_YDWEStringFormula\_\_Inventory\_V[this]=-1

return this

endfunction

function s\_\_YDWEStringFormula\_\_Sorting\_\_allocate takes nothing returns integer

local integer this=si\_\_YDWEStringFormula\_\_Sorting\_F

if this!=0 then

set si\_\_YDWEStringFormula\_\_Sorting\_F=si\_\_YDWEStringFormula\_\_Sorting\_V[this]

else

set si\_\_YDWEStringFormula\_\_Sorting\_I=si\_\_YDWEStringFormula\_\_Sorting\_I+1

set this=si\_\_YDWEStringFormula\_\_Sorting\_I

endif

if this>1022 then

call DisplayTimedTextToPlayer(GetLocalPlayer(),0,0,1000.,"Unable to allocate id for an object of type: YDWEStringFormula\_\_Sorting")

return 0

endif

set s\_\_YDWEStringFormula\_\_Sorting\_stack[this]=(this-1)\*8

set s\_\_YDWEStringFormula\_\_Sorting\_count[this]=(this-1)\*8

set s\_\_YDWEStringFormula\_\_Sorting\_total[this]=7

set si\_\_YDWEStringFormula\_\_Sorting\_V[this]=-1

return this

endfunction

function s\_\_YDWEStringFormula\_\_StringTable\_\_allocate takes nothing returns integer

local integer this=s\_\_YDWEStringFormula\_\_Inventory\_\_allocate()

local integer kthis

if this==0 then

return 0

endif

set si\_\_YDWEStringFormula\_\_Inventory\_type[this]=2

set kthis=this

return this

endfunction

function SJWEBase\_\_InitRect takes nothing returns nothing

call DestroyTimer(GetExpiredTimer())

set SJWEMinX=GetRectMinX(bj\_mapInitialPlayableArea)

set SJWEMaxX=GetRectMaxX(bj\_mapInitialPlayableArea)

set SJWEMinY=GetRectMinY(bj\_mapInitialPlayableArea)

set SJWEMaxY=GetRectMaxY(bj\_mapInitialPlayableArea)

endfunction

function UnitEnterEventTriggerListExecute takes unit EnterUnit returns nothing

local integer index=0

set index=SJWEBase\_\_TNextIndex[0]

loop

exitwhen index==0

exitwhen index>SJWEBase\_\_TListEnd

if IsTriggerEnabled(SJWEBase\_\_TTriggerList[index]) and TriggerEvaluate(SJWEBase\_\_TTriggerList[index]) then

call SaveUnitHandle(DATA,GetHandleId(SJWEBase\_\_TTriggerList[index]),StringHash("EnterUnit"),EnterUnit)

call TriggerExecute(SJWEBase\_\_TTriggerList[index])

endif

set index=SJWEBase\_\_TNextIndex[index]

endloop

endfunction

function AnyUnitEnterRegionActionA takes nothing returns nothing

local group g=CreateGroup()

local unit pick

call GroupEnumUnitsInRect(g,bj\_mapInitialPlayableArea,null)

loop

set pick=FirstOfGroup(g)

exitwhen pick==null

call GroupRemoveUnit(g,pick)

call UnitEnterEventTriggerListExecute(pick)

endloop

call DestroyGroup(g)

set g=null

set pick=null

endfunction

function AnyUnitEnterRegionActionB takes nothing returns nothing

call UnitEnterEventTriggerListExecute(GetTriggerUnit())

endfunction

function AnyUnitEnterRegion takes nothing returns nothing

local region rectRegion=CreateRegion()

local trigger tr1=CreateTrigger()

local trigger tr2=CreateTrigger()

call TriggerRegisterTimerEvent(tr1,0.,false)

call TriggerAddAction(tr1,function AnyUnitEnterRegionActionA)

call RegionAddRect(rectRegion,bj\_mapInitialPlayableArea)

call TriggerRegisterEnterRegion(tr2,rectRegion,null)

call TriggerAddAction(tr2,function AnyUnitEnterRegionActionB)

set tr1=null

set tr2=null

set rectRegion=null

endfunction

function InitializeSJWE takes nothing returns nothing

call TimerStart(CreateTimer(),0,false,function SJWEBase\_\_InitRect)

call AnyUnitEnterRegion()

endfunction

function YDTriggerSaveLoadSystem\_\_Init takes nothing returns nothing

set YDHT=InitHashtable()

set YDLOC=InitHashtable()

endfunction

function YDWEH2I takes handle h returns integer

return GetHandleId(h)

endfunction

function YDWEFlushMissionByString takes string s returns nothing

call FlushChildHashtable(YDHT,StringHash(s))

endfunction

function YDWEHaveSavedIntegerByString takes string s1,string s2 returns boolean

return HaveSavedInteger(YDHT,StringHash(s1),StringHash(s2))

endfunction

function YDWESaveIntegerByString takes string pTable,string pKey,integer i returns nothing

call SaveInteger(YDHT,StringHash(pTable),StringHash(pKey),i)

endfunction

function YDWEGetIntegerByString takes string pTable,string pKey returns integer

return LoadInteger(YDHT,StringHash(pTable),StringHash(pKey))

endfunction

function YDWESaveRealByString takes string pTable,string pKey,real r returns nothing

call SaveReal(YDHT,StringHash(pTable),StringHash(pKey),r)

endfunction

function YDWEGetRealByString takes string pTable,string pKey returns real

return LoadReal(YDHT,StringHash(pTable),StringHash(pKey))

endfunction

function YDWESaveUnitByString takes string pTable,string pKey,unit u returns nothing

call SaveUnitHandle(YDHT,StringHash(pTable),StringHash(pKey),u)

endfunction

function YDWEGetUnitByString takes string pTable,string pKey returns unit

return LoadUnitHandle(YDHT,StringHash(pTable),StringHash(pKey))

endfunction

function YDWESaveTimerByString takes string pTable,string pKey,timer t returns nothing

call SaveTimerHandle(YDHT,StringHash(pTable),StringHash(pKey),t)

endfunction

function YDWEGetTimerByString takes string pTable,string pKey returns timer

return LoadTimerHandle(YDHT,StringHash(pTable),StringHash(pKey))

endfunction

function YDWEAngleBetweenUnits takes unit fromUnit,unit toUnit returns real

return bj\_RADTODEG\*Atan2(GetUnitY(toUnit)-GetUnitY(fromUnit),GetUnitX(toUnit)-GetUnitX(fromUnit))

endfunction

function YDWEGetRect takes real x,real y,real width,real height returns rect

return Rect(x-width\*.5,y-height\*.5,x+width\*.5,y+height\*.5)

endfunction

function YDWEFlyEnable takes unit u returns nothing

call UnitAddAbility(u,$416D7266)

call UnitRemoveAbility(u,$416D7266)

endfunction

function YDWEGetPlayerColorString takes player p,string s returns string

return YDWEBase\_\_\_yd\_PlayerColor[GetHandleId(GetPlayerColor(p))]+s+"|r"

endfunction

function YDWEVersion\_Display takes nothing returns boolean

call DisplayTimedTextToPlayer(GetTriggerPlayer(),0,0,30,"|cFF1E90FF当前编辑器版本为： |r|cFF00FF00YDWE 1.31.8.1850")

return false

endfunction

function YDWEVersion\_Init takes nothing returns nothing

local trigger t=CreateTrigger()

local integer i=0

loop

exitwhen i==12

call TriggerRegisterPlayerChatEvent(t,Player(i),"YDWE Version",true)

set i=i+1

endloop

call TriggerAddCondition(t,Condition(function YDWEVersion\_Display))

set t=null

endfunction

function InitializeYD takes nothing returns nothing

set YDHT=InitHashtable()

set yd\_MapMinX=GetCameraBoundMinX()-GetCameraMargin(CAMERA\_MARGIN\_LEFT)

set yd\_MapMinY=GetCameraBoundMinY()-GetCameraMargin(CAMERA\_MARGIN\_BOTTOM)

set yd\_MapMaxX=GetCameraBoundMaxX()+GetCameraMargin(CAMERA\_MARGIN\_RIGHT)

set yd\_MapMaxY=GetCameraBoundMaxY()+GetCameraMargin(CAMERA\_MARGIN\_TOP)

set YDWEBase\_\_\_yd\_PlayerColor[0]="|cFFFF0303"

set YDWEBase\_\_\_yd\_PlayerColor[1]="|cFF0042FF"

set YDWEBase\_\_\_yd\_PlayerColor[2]="|cFF1CE6B9"

set YDWEBase\_\_\_yd\_PlayerColor[3]="|cFF540081"

set YDWEBase\_\_\_yd\_PlayerColor[4]="|cFFFFFC01"

set YDWEBase\_\_\_yd\_PlayerColor[5]="|cFFFE8A0E"

set YDWEBase\_\_\_yd\_PlayerColor[6]="|cFF20C000"

set YDWEBase\_\_\_yd\_PlayerColor[7]="|cFFE55BB0"

set YDWEBase\_\_\_yd\_PlayerColor[8]="|cFF959697"

set YDWEBase\_\_\_yd\_PlayerColor[9]="|cFF7EBFF1"

set YDWEBase\_\_\_yd\_PlayerColor[10]="|cFF106246"

set YDWEBase\_\_\_yd\_PlayerColor[11]="|cFF4E2A04"

set YDWEBase\_\_\_yd\_PlayerColor[12]="|cFF282828"

set YDWEBase\_\_\_yd\_PlayerColor[13]="|cFF282828"

set YDWEBase\_\_\_yd\_PlayerColor[14]="|cFF282828"

set YDWEBase\_\_\_yd\_PlayerColor[15]="|cFF282828"

call YDWEVersion\_Init()

endfunction

function YDWEGetItemOfTypeFromUnitBJNull takes unit whichUnit,integer itemId returns item

local integer index=0

loop

set yd\_NullTempItem=UnitItemInSlot(whichUnit,index)

if GetItemTypeId(yd\_NullTempItem)==itemId then

return yd\_NullTempItem

endif

set index=index+1

exitwhen index>=bj\_MAX\_INVENTORY

endloop

return null

endfunction

function YDWEGetUnitsInRangeOfLocMatchingNull takes real radius,location whichLocation,boolexpr filter returns group

local group g=CreateGroup()

call GroupEnumUnitsInRangeOfLoc(g,whichLocation,radius,filter)

call DestroyBoolExpr(filter)

set yd\_NullTempGroup=g

set g=null

return yd\_NullTempGroup

endfunction

function YDWEGetUnitsInRectMatchingNull takes rect r,boolexpr filter returns group

local group g=CreateGroup()

call GroupEnumUnitsInRect(g,r,filter)

call DestroyBoolExpr(filter)

set yd\_NullTempGroup=g

set g=null

return yd\_NullTempGroup

endfunction

function YDWEGetUnitsInRectOfPlayerNull takes rect r,player whichPlayer returns group

local group g=CreateGroup()

set bj\_groupEnumOwningPlayer=whichPlayer

call GroupEnumUnitsInRect(g,r,filterGetUnitsInRectOfPlayer)

set yd\_NullTempGroup=g

set g=null

return yd\_NullTempGroup

endfunction

function YDWEGetUnitsOfPlayerAndTypeIdNull takes player whichPlayer,integer unitid returns group

local group g=CreateGroup()

set bj\_groupEnumTypeId=unitid

call GroupEnumUnitsOfPlayer(g,whichPlayer,filterGetUnitsOfPlayerAndTypeId)

set yd\_NullTempGroup=g

set g=null

return yd\_NullTempGroup

endfunction

function YDWEGetUnitsOfPlayerMatchingNull takes player whichPlayer,boolexpr filter returns group

local group g=CreateGroup()

call GroupEnumUnitsOfPlayer(g,whichPlayer,filter)

call DestroyBoolExpr(filter)

set yd\_NullTempGroup=g

set g=null

return yd\_NullTempGroup

endfunction

function YDWEAnyUnitDamagedTriggerAction takes nothing returns nothing

local integer i=0

loop

exitwhen i>=YDWETriggerEvent\_\_DamageEventNumber

if YDWETriggerEvent\_\_DamageEventQueue[i]!=null and IsTriggerEnabled(YDWETriggerEvent\_\_DamageEventQueue[i]) and TriggerEvaluate(YDWETriggerEvent\_\_DamageEventQueue[i]) then

call TriggerExecute(YDWETriggerEvent\_\_DamageEventQueue[i])

endif

set i=i+1

endloop

endfunction

function YDWEAnyUnitDamagedFilter takes nothing returns boolean

if GetUnitAbilityLevel(GetFilterUnit(),$416C6F63)<=0 then

call TriggerRegisterUnitEvent(yd\_DamageEventTrigger,GetFilterUnit(),EVENT\_UNIT\_DAMAGED)

endif

return false

endfunction

function YDWEAnyUnitDamagedEnumUnit takes nothing returns nothing

local trigger t=CreateTrigger()

local region r=CreateRegion()

local group g=CreateGroup()

call RegionAddRect(r,GetWorldBounds())

call TriggerRegisterEnterRegion(t,r,Condition(function YDWEAnyUnitDamagedFilter))

call GroupEnumUnitsInRect(g,GetWorldBounds(),Condition(function YDWEAnyUnitDamagedFilter))

call DestroyGroup(g)

set r=null

set t=null

set g=null

endfunction

function YDWESyStemAnyUnitDamagedRegistTrigger takes trigger trg returns nothing

if trg==null then

return

endif

if YDWETriggerEvent\_\_DamageEventNumber==0 then

set yd\_DamageEventTrigger=CreateTrigger()

call TriggerAddAction(yd\_DamageEventTrigger,function YDWEAnyUnitDamagedTriggerAction)

call YDWEAnyUnitDamagedEnumUnit()

endif

set YDWETriggerEvent\_\_DamageEventQueue[YDWETriggerEvent\_\_DamageEventNumber]=trg

set YDWETriggerEvent\_\_DamageEventNumber=YDWETriggerEvent\_\_DamageEventNumber+1

endfunction

function YDWETriggerRegisterEnterRectSimpleNull takes trigger trig,rect r returns event

local region rectRegion=CreateRegion()

call RegionAddRect(rectRegion,r)

set yd\_NullTempRegion=rectRegion

set rectRegion=null

return TriggerRegisterEnterRegion(trig,yd\_NullTempRegion,null)

endfunction

function YDWETriggerRegisterLeaveRectSimpleNull takes trigger trig,rect r returns event

local region rectRegion=CreateRegion()

call RegionAddRect(rectRegion,r)

set yd\_NullTempRegion=rectRegion

set rectRegion=null

return TriggerRegisterLeaveRegion(trig,yd\_NullTempRegion,null)

endfunction

function YDWEUnitHasItemOfTypeBJNull takes unit whichUnit,integer itemId returns boolean

local integer index=0

if itemId!=0 then

loop

if GetItemTypeId(UnitItemInSlot(whichUnit,index))==itemId then

return true

endif

set index=index+1

exitwhen index>=bj\_MAX\_INVENTORY

endloop

endif

return false

endfunction

function YDWEGetUnitsOfPlayerAllNull takes player whichPlayer returns group

return YDWEGetUnitsOfPlayerMatchingNull(whichPlayer,null)

endfunction

function YDWESetGuard\_\_IsUnitIdle takes unit u returns boolean

return OrderId2String(GetUnitCurrentOrder(u))==null

endfunction

function YDWERemoveGuard takes unit pet returns nothing

local integer tm=YDWEGetIntegerByString(I2S(YDWEH2I(pet)),"Timer")

call YDWEFlushMissionByString(I2S(YDWEH2I(pet)))

call YDWEFlushMissionByString(I2S(tm))

call DestroyTimer(YDWEGetTimerByString(I2S(YDWEH2I(pet)),"Timer"))

endfunction

function SetGuardTimer takes nothing returns nothing

local timer tm=GetExpiredTimer()

local unit pet=YDWEGetUnitByString(I2S(YDWEH2I(tm)),"Pet")

local unit captain=YDWEGetUnitByString(I2S(YDWEH2I(tm)),"Captain")

local real x=GetUnitX(captain)-GetUnitX(pet)

local real y=GetUnitY(captain)-GetUnitY(pet)

local real d=x\*x+y\*y

local real v

local real a

local effect e=null

local real life=YDWEGetRealByString(I2S(YDWEH2I(tm)),"Life")

local integer p=YDWEGetIntegerByString(I2S(YDWEH2I(tm)),"Percent")

set v=YDWEGetRealByString(I2S(YDWEH2I(tm)),"GuardRanger")

if GetUnitState(pet,UNIT\_STATE\_LIFE)>0 and GetUnitState(captain,UNIT\_STATE\_LIFE)>0 then

if d<v\*v then

if YDWESetGuard\_\_IsUnitIdle(pet) and GetRandomInt(0,100)<p then

set x=GetUnitX(captain)

set y=GetUnitY(captain)

set d=GetRandomReal(0,v)

set a=GetRandomReal(0,360)

call IssuePointOrder(pet,"patrol",x+d\*CosBJ(a),y+d\*SinBJ(a))

endif

else

set v=YDWEGetRealByString(I2S(YDWEH2I(tm)),"ReturnRanger")

if d<v\*v then

if YDWESetGuard\_\_IsUnitIdle(pet) then

call IssuePointOrder(pet,"patrol",GetUnitX(captain),GetUnitY(captain))

endif

else

set v=YDWEGetRealByString(I2S(YDWEH2I(tm)),"OutRanger")

if d!=0 and d>v\*v then

call SetUnitPosition(pet,GetUnitX(captain),GetUnitY(captain))

set e=AddSpecialEffectTarget("Abilities\\Spells\\Human\\MassTeleport\\MassTeleportTarget.mdl",captain,"chest")

call DestroyEffect(e)

else

call IssuePointOrder(pet,"move",GetUnitX(captain),GetUnitY(captain))

endif

endif

endif

else

call IssuePointOrder(pet,"attack",GetUnitX(captain),GetUnitY(captain))

call YDWERemoveGuard(pet)

endif

set tm=null

set pet=null

set captain=null

set e=null

endfunction

function YDWESetGuard takes unit pet,unit captain,real timeout,real guardRanger,real returnRanger,real outRanger,integer percent returns nothing

local timer tm=CreateTimer()

call YDWESaveTimerByString(I2S(YDWEH2I(pet)),"Timer",tm)

call YDWESaveUnitByString(I2S(YDWEH2I(tm)),"pet",pet)

call YDWESaveUnitByString(I2S(YDWEH2I(tm)),"Captain",captain)

call YDWESaveIntegerByString(I2S(YDWEH2I(tm)),"Percent",percent)

call YDWESaveRealByString(I2S(YDWEH2I(tm)),"GuardRanger",guardRanger)

call YDWESaveRealByString(I2S(YDWEH2I(tm)),"ReturnRanger",returnRanger)

call YDWESaveRealByString(I2S(YDWEH2I(tm)),"OutRanger",outRanger)

call TimerStart(tm,timeout,true,function SetGuardTimer)

set tm=null

endfunction

function YDWESyStemItemCombineTriggerAction takes nothing returns nothing

local integer i=0

loop

exitwhen i>=YDWEStringFormula\_\_ItemCombineEventNumber

if YDWEStringFormula\_\_ItemCombineEventQueue[i]!=null and TriggerEvaluate(YDWEStringFormula\_\_ItemCombineEventQueue[i]) and IsTriggerEnabled(YDWEStringFormula\_\_ItemCombineEventQueue[i]) then

call TriggerExecute(YDWEStringFormula\_\_ItemCombineEventQueue[i])

endif

set i=i+1

endloop

endfunction

function s\_\_YDWEStringFormula\_\_StringTable\_\_getindex takes integer this,string key returns integer

return YDWEGetIntegerByString("YDWEStringFormula."+I2S(this),key)

endfunction

function s\_\_YDWEStringFormula\_\_StringTable\_\_setindex takes integer this,string key,integer value returns nothing

call YDWESaveIntegerByString("YDWEStringFormula."+I2S(this),key,value)

endfunction

function s\_\_YDWEStringFormula\_\_StringTable\_exists takes integer this,string key returns boolean

return YDWEHaveSavedIntegerByString("YDWEStringFormula."+I2S(this),key)

endfunction

function YDWEStringFormula\_\_Convert takes integer value,integer length returns string

local string Char=I2S(value)

local integer slen=StringLength(Char)

loop

exitwhen slen>=length

set Char="0"+Char

set slen=slen+1

endloop

return Char

endfunction

function s\_\_YDWEStringFormula\_\_ItemIdMatrix\_get takes integer id returns integer

return s\_\_YDWEStringFormula\_\_StringTable\_\_getindex(s\_\_YDWEStringFormula\_\_ItemIdMatrix\_Data,I2S(id))

endfunction

function s\_\_YDWEStringFormula\_\_ItemIdMatrix\_exists takes integer id returns boolean

return s\_\_YDWEStringFormula\_\_StringTable\_exists(s\_\_YDWEStringFormula\_\_ItemIdMatrix\_Data,I2S(id))

endfunction

function s\_\_YDWEStringFormula\_\_ItemIdMatrix\_sub takes integer this,integer segment returns integer

local integer start=s\_\_YDWEStringFormula\_\_ItemIdMatrix\_keyLen[this]\*segment+1

return S2I(SubString(s\_\_YDWEStringFormula\_\_ItemIdMatrix\_keyStr[this],start,start+s\_\_YDWEStringFormula\_\_ItemIdMatrix\_keyLen[this]))

endfunction

function s\_\_YDWEStringFormula\_\_ItemIdMatrix\_assigns takes integer id returns integer

local integer this=0

if id==null or id==0 then

return 0

endif

set this=s\_\_YDWEStringFormula\_\_ItemIdMatrix\_get(id)

if this>0 then

return this

endif

set this=s\_\_YDWEStringFormula\_\_ItemIdMatrix\_Total

set s\_\_YDWEStringFormula\_\_ItemIdMatrix\_itemId[this]=id

set s\_\_YDWEStringFormula\_\_ItemIdMatrix\_keyStr[this]=I2S(YDWEStringFormula\_\_SEGMENT\_LENGTH)

set s\_\_YDWEStringFormula\_\_ItemIdMatrix\_keyLen[this]=YDWEStringFormula\_\_SEGMENT\_LENGTH

call s\_\_YDWEStringFormula\_\_StringTable\_\_setindex(s\_\_YDWEStringFormula\_\_ItemIdMatrix\_Data,I2S(id),this)

set s\_\_YDWEStringFormula\_\_ItemIdMatrix\_Total=s\_\_YDWEStringFormula\_\_ItemIdMatrix\_Total+1

return this

endfunction

function s\_\_YDWEStringFormula\_\_ItemIdMatrix\_memory takes integer this,string key returns nothing

set s\_\_YDWEStringFormula\_\_ItemIdMatrix\_keyStr[this]=s\_\_YDWEStringFormula\_\_ItemIdMatrix\_keyStr[this]+key

endfunction

function s\_\_YDWEStringFormula\_\_ItemIdMatrix\_onInit takes nothing returns nothing

set s\_\_YDWEStringFormula\_\_ItemIdMatrix\_Data=s\_\_YDWEStringFormula\_\_StringTable\_\_allocate()

endfunction

function s\_\_YDWEStringFormula\_\_FormulaMatrix\_exists takes string s returns boolean

return s\_\_YDWEStringFormula\_\_StringTable\_exists(s\_\_YDWEStringFormula\_\_FormulaMatrix\_Data,s)

endfunction

function s\_\_YDWEStringFormula\_\_FormulaMatrix\_sub takes integer this,integer segment returns integer

local integer start=s\_\_YDWEStringFormula\_\_FormulaMatrix\_segmLen[this]\*segment+1

return S2I(SubString(s\_\_YDWEStringFormula\_\_FormulaMatrix\_formula[this],start,start+s\_\_YDWEStringFormula\_\_FormulaMatrix\_segmLen[this]))

endfunction

function s\_\_YDWEStringFormula\_\_FormulaMatrix\_memory takes integer lingth,string formStr,integer eventually returns integer

local integer this=0

if s\_\_YDWEStringFormula\_\_FormulaMatrix\_exists(formStr) then

return 0

endif

set this=s\_\_YDWEStringFormula\_\_FormulaMatrix\_Total

set s\_\_YDWEStringFormula\_\_FormulaMatrix\_formula[this]=formStr+YDWEStringFormula\_\_Convert(eventually,YDWEStringFormula\_\_SEGMENT\_LENGTH)

set s\_\_YDWEStringFormula\_\_FormulaMatrix\_segmLen[this]=lingth

set s\_\_YDWEStringFormula\_\_FormulaMatrix\_model[this]=null

set s\_\_YDWEStringFormula\_\_FormulaMatrix\_message[this]=null

set s\_\_YDWEStringFormula\_\_FormulaMatrix\_chance[this]=100

set s\_\_YDWEStringFormula\_\_FormulaMatrix\_delete[this]=false

call s\_\_YDWEStringFormula\_\_StringTable\_\_setindex(s\_\_YDWEStringFormula\_\_FormulaMatrix\_Data,formStr,this)

set s\_\_YDWEStringFormula\_\_FormulaMatrix\_Total=s\_\_YDWEStringFormula\_\_FormulaMatrix\_Total+1

return this

endfunction

function s\_\_YDWEStringFormula\_\_FormulaMatrix\_onInit takes nothing returns nothing

set s\_\_YDWEStringFormula\_\_FormulaMatrix\_Data=s\_\_YDWEStringFormula\_\_StringTable\_\_allocate()

endfunction

function s\_\_YDWEStringFormula\_\_Sorting\_onDestroy takes integer this returns nothing

local integer i=0

loop

exitwhen i==s\_\_\_YDWEStringFormula\_\_Sorting\_stack\_size

set s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+i]=0

set s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+i]=0

set i=i+1

endloop

set s\_\_YDWEStringFormula\_\_Sorting\_char[this]=""

endfunction

function s\_\_YDWEStringFormula\_\_Sorting\_deallocate takes integer this returns nothing

if this==null then

call DisplayTimedTextToPlayer(GetLocalPlayer(),0,0,1000.,"Attempt to destroy a null struct of type: YDWEStringFormula\_\_Sorting")

return

elseif si\_\_YDWEStringFormula\_\_Sorting\_V[this]!=-1 then

call DisplayTimedTextToPlayer(GetLocalPlayer(),0,0,1000.,"Double free of type: YDWEStringFormula\_\_Sorting")

return

endif

call s\_\_YDWEStringFormula\_\_Sorting\_onDestroy(this)

set si\_\_YDWEStringFormula\_\_Sorting\_V[this]=si\_\_YDWEStringFormula\_\_Sorting\_F

set si\_\_YDWEStringFormula\_\_Sorting\_F=this

endfunction

function s\_\_YDWEStringFormula\_\_Sorting\_create takes integer type1,integer n1,integer type2,integer n2,integer type3,integer n3,integer type4,integer n4,integer type5,integer n5,integer type6,integer n6,integer type7,integer n7 returns integer

local integer this=s\_\_YDWEStringFormula\_\_Sorting\_\_allocate()

set s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+1]=s\_\_YDWEStringFormula\_\_ItemIdMatrix\_assigns(type1)

set s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+2]=s\_\_YDWEStringFormula\_\_ItemIdMatrix\_assigns(type2)

set s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+3]=s\_\_YDWEStringFormula\_\_ItemIdMatrix\_assigns(type3)

set s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+4]=s\_\_YDWEStringFormula\_\_ItemIdMatrix\_assigns(type4)

set s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+5]=s\_\_YDWEStringFormula\_\_ItemIdMatrix\_assigns(type5)

set s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+6]=s\_\_YDWEStringFormula\_\_ItemIdMatrix\_assigns(type6)

set s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+7]=s\_\_YDWEStringFormula\_\_ItemIdMatrix\_assigns(type7)

set s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+1]=n1

set s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+2]=n2

set s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+3]=n3

set s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+4]=n4

set s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+5]=n5

set s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+6]=n6

set s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+7]=n7

return this

endfunction

function s\_\_YDWEStringFormula\_\_Sorting\_convert takes integer this returns string

local integer i=1

local integer j

local integer k

set s\_\_YDWEStringFormula\_\_Sorting\_char[this]=""

loop

exitwhen i>s\_\_YDWEStringFormula\_\_Sorting\_total[this]

if s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+i]==0 or s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+i]==0 then

set s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+i]=s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+s\_\_YDWEStringFormula\_\_Sorting\_total[this]]

set s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+i]=s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+s\_\_YDWEStringFormula\_\_Sorting\_total[this]]

set s\_\_YDWEStringFormula\_\_Sorting\_total[this]=s\_\_YDWEStringFormula\_\_Sorting\_total[this]-1

set i=i-1

else

set j=i+1

loop

exitwhen j>s\_\_YDWEStringFormula\_\_Sorting\_total[this]

if s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+j]==0 or s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+j]==0 then

set s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+j]=s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+s\_\_YDWEStringFormula\_\_Sorting\_total[this]]

set s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+j]=s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+s\_\_YDWEStringFormula\_\_Sorting\_total[this]]

set s\_\_YDWEStringFormula\_\_Sorting\_total[this]=s\_\_YDWEStringFormula\_\_Sorting\_total[this]-1

set j=j-1

elseif s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+i]>s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+j] then

set k=s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+i]

set s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+i]=s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+j]

set s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+j]=k

set k=s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+i]

set s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+i]=s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+j]

set s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+j]=k

elseif s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+i]==s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+j] then

set s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+i]=s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+i]+s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+j]

set s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+j]=0

set j=j-1

endif

set j=j+1

endloop

set j=s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+i]

loop

exitwhen j==0

set s\_\_YDWEStringFormula\_\_Sorting\_char[this]=s\_\_YDWEStringFormula\_\_Sorting\_char[this]+YDWEStringFormula\_\_Convert(s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+i],YDWEStringFormula\_\_SEGMENT\_LENGTH)

set j=j-1

endloop

endif

set i=i+1

endloop

return s\_\_YDWEStringFormula\_\_Sorting\_char[this]

endfunction

function YDWEStringFormula\_\_Adaptation takes nothing returns boolean

return true

endfunction

function YDWEStringFormula\_\_verify takes nothing returns boolean

return s\_\_YDWEStringFormula\_\_ItemIdMatrix\_exists(GetItemTypeId(GetManipulatedItem()))

endfunction

function YDWEStringFormula\_\_GetCharges takes item it returns integer

local integer charges=GetItemCharges(it)

if charges==0 then

set charges=1

endif

return charges

endfunction

function YDWEStringFormula\_\_CraftItem takes nothing returns nothing

local integer forx=0

local integer itmx=s\_\_YDWEStringFormula\_\_ItemIdMatrix\_get(GetItemTypeId(GetManipulatedItem()))

local integer size=StringLength(s\_\_YDWEStringFormula\_\_ItemIdMatrix\_keyStr[itmx])/s\_\_YDWEStringFormula\_\_ItemIdMatrix\_keyLen[itmx]

local integer inst=0

local integer numb=0

local integer sum=0

local integer tmpid=0

local integer i=0

local integer j=0

local boolean b=false

local item it=null

local item article=GetManipulatedItem()

local unit caster=GetTriggerUnit()

local item array items

local integer array typeid

local integer array amount

local integer array surplus

set i=0

loop

exitwhen i==6

set it=UnitItemInSlot(caster,i)

if it!=null then

set items[sum]=it

set typeid[sum]=GetItemTypeId(it)

set amount[sum]=YDWEStringFormula\_\_GetCharges(it)

if it==article then

set b=true

endif

set sum=sum+1

endif

set i=i+1

set it=null

endloop

if b==false then

set items[sum]=article

set typeid[sum]=GetItemTypeId(article)

set amount[sum]=1

set sum=sum+1

endif

loop

exitwhen inst==size

set forx=s\_\_YDWEStringFormula\_\_ItemIdMatrix\_sub(itmx,inst)

set numb=StringLength(s\_\_YDWEStringFormula\_\_FormulaMatrix\_formula[forx])/s\_\_YDWEStringFormula\_\_FormulaMatrix\_segmLen[forx]-1

set i=0

loop

exitwhen i==sum

set surplus[i]=amount[i]

set i=i+1

endloop

set i=0

loop

set tmpid=s\_\_YDWEStringFormula\_\_ItemIdMatrix\_itemId[s\_\_YDWEStringFormula\_\_FormulaMatrix\_sub(forx,i)]

exitwhen i==numb

set j=0

loop

exitwhen j==sum

if typeid[j]==tmpid and surplus[j]>0 then

set surplus[j]=surplus[j]-1

exitwhen true

endif

set j=j+1

endloop

exitwhen j==sum

set i=i+1

endloop

if i==numb then

if GetRandomInt(0,99)<s\_\_YDWEStringFormula\_\_FormulaMatrix\_chance[forx] then

if s\_\_YDWEStringFormula\_\_FormulaMatrix\_model[forx]!=null then

call DestroyEffect(AddSpecialEffectTarget(s\_\_YDWEStringFormula\_\_FormulaMatrix\_model[forx],caster,"origin"))

endif

if s\_\_YDWEStringFormula\_\_FormulaMatrix\_message[forx]!=null then

call DisplayTimedTextToPlayer(GetTriggerPlayer(),0,0,30,s\_\_YDWEStringFormula\_\_FormulaMatrix\_message[forx])

endif

set i=0

loop

exitwhen i==sum

if surplus[i]>0 and GetItemCharges(items[i])>0 then

call SetItemCharges(items[i],surplus[i])

elseif surplus[i]==0 then

call RemoveItem(items[i])

endif

set i=i+1

endloop

set it=CreateItem(tmpid,GetUnitX(caster),GetUnitY(caster))

if GetItemCharges(it)>0 then

call SetItemCharges(it,1)

set i=0

loop

exitwhen i==sum

if typeid[i]==tmpid then

call RemoveItem(items[i])

call SetItemCharges(it,surplus[i]+1)

endif

set i=i+1

endloop

endif

call UnitAddItem(caster,it)

set bj\_lastCombinedItem=it

call YDWESyStemItemCombineTriggerAction()

elseif s\_\_YDWEStringFormula\_\_FormulaMatrix\_delete[forx] then

set i=0

loop

exitwhen i==sum

if surplus[i]>0 and GetItemCharges(items[i])>0 then

call SetItemCharges(items[i],surplus[i])

elseif surplus[i]==0 then

call RemoveItem(items[i])

endif

set i=i+1

endloop

endif

set it=null

exitwhen true

endif

set inst=inst+1

endloop

if b==false then

call RemoveItem(article)

endif

set i=0

loop

exitwhen i==sum

set items[i]=null

set i=i+1

endloop

set article=null

set caster=null

set it=null

endfunction

function YDWEStringFormula\_\_Init takes nothing returns nothing

local filterfunc f=Filter(function YDWEStringFormula\_\_Adaptation)

local trigger t=CreateTrigger()

local integer i=0

loop

exitwhen i>15

call TriggerRegisterPlayerUnitEvent(t,Player(i),EVENT\_PLAYER\_UNIT\_PICKUP\_ITEM,f)

set i=i+1

endloop

call TriggerAddCondition(t,Condition(function YDWEStringFormula\_\_verify))

call TriggerAddAction(t,function YDWEStringFormula\_\_CraftItem)

call DestroyFilter(f)

set f=null

set t=null

endfunction

function YDWENewItemsFormula takes integer type1,integer n1,integer type2,integer n2,integer type3,integer n3,integer type4,integer n4,integer type5,integer n5,integer type6,integer n6,integer eventually returns nothing

local integer sort=s\_\_YDWEStringFormula\_\_Sorting\_create(type1,n1,type2,n2,type3,n3,type4,n4,type5,n5,type6,n6,0,0)

local integer itmx=s\_\_YDWEStringFormula\_\_ItemIdMatrix\_assigns(eventually)

local string f=I2S(YDWEStringFormula\_\_SEGMENT\_LENGTH)+s\_\_YDWEStringFormula\_\_Sorting\_convert(sort)

local string s=""

local integer i=0

set YDWEStringFormula\_\_FormulaData=s\_\_YDWEStringFormula\_\_FormulaMatrix\_memory(YDWEStringFormula\_\_SEGMENT\_LENGTH,f,itmx)

if YDWEStringFormula\_\_FormulaData>0 then

set s=YDWEStringFormula\_\_Convert(YDWEStringFormula\_\_FormulaData,YDWEStringFormula\_\_SEGMENT\_LENGTH)

set i=0

loop

exitwhen i>s\_\_YDWEStringFormula\_\_Sorting\_total[sort]

call s\_\_YDWEStringFormula\_\_ItemIdMatrix\_memory(s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[sort]+i],s)

set i=i+1

endloop

call s\_\_YDWEStringFormula\_\_ItemIdMatrix\_memory(itmx,s)

endif

call s\_\_YDWEStringFormula\_\_Sorting\_deallocate(sort)

set f=""

set s=""

endfunction

function YDWETimerSystem\_\_NewTaskIndex takes nothing returns integer

local integer h=YDWETimerSystem\_\_TaskListIdleHead

if YDWETimerSystem\_\_TaskListIdleHead<0 then

if YDWETimerSystem\_\_TaskListIdleMax>=8000 then

call BJDebugMsg("֐Є¼Ɗ±ƷȎα¶ӁВ糶£¡")

return 8100

else

set YDWETimerSystem\_\_TaskListIdleMax=YDWETimerSystem\_\_TaskListIdleMax+1

return YDWETimerSystem\_\_TaskListIdleMax

endif

endif

set YDWETimerSystem\_\_TaskListIdleHead=YDWETimerSystem\_\_TaskListIdle[h]

return h

endfunction

function YDWETimerSystem\_\_DeleteTaskIndex takes integer index returns nothing

set YDWETimerSystem\_\_TaskListIdle[index]=YDWETimerSystem\_\_TaskListIdleHead

set YDWETimerSystem\_\_TaskListIdleHead=index

endfunction

function YDWETimerSystem\_\_NewTask takes real time,trigger proc returns integer

local integer index=YDWETimerSystem\_\_NewTaskIndex()

local integer h=YDWETimerSystem\_\_TaskListHead

local integer t=R2I(100.\*time)+YDWETimerSystem\_\_CurrentTime

local integer p

set YDWETimerSystem\_\_TaskListProc[index]=proc

set YDWETimerSystem\_\_TaskListTime[index]=t

loop

set p=YDWETimerSystem\_\_TaskListNext[h]

if p<0 or YDWETimerSystem\_\_TaskListTime[p]>=t then

set YDWETimerSystem\_\_TaskListNext[h]=index

set YDWETimerSystem\_\_TaskListNext[index]=p

return index

endif

set h=p

endloop

return index

endfunction

function YDWETimerSystem\_\_RemoveUnit\_CallBack takes nothing returns nothing

call RemoveUnit(LoadUnitHandle(YDHT,YDWETimerSystem\_\_TimerHandle,YDWETimerSystem\_\_CurrentIndex))

call RemoveSavedHandle(YDHT,YDWETimerSystem\_\_TimerHandle,YDWETimerSystem\_\_CurrentIndex)

endfunction

function YDWETimerRemoveUnit takes real time,unit u returns nothing

call SaveUnitHandle(YDHT,YDWETimerSystem\_\_TimerHandle,YDWETimerSystem\_\_NewTask(time,YDWETimerSystem\_\_fnRemoveUnit),u)

endfunction

function YDWETimerSystem\_\_DestroyTimer\_CallBack takes nothing returns nothing

call DestroyTimer(LoadTimerHandle(YDHT,YDWETimerSystem\_\_TimerHandle,YDWETimerSystem\_\_CurrentIndex))

call RemoveSavedHandle(YDHT,YDWETimerSystem\_\_TimerHandle,YDWETimerSystem\_\_CurrentIndex)

endfunction

function YDWETimerSystem\_\_RemoveItem\_CallBack takes nothing returns nothing

call RemoveItem(LoadItemHandle(YDHT,YDWETimerSystem\_\_TimerHandle,YDWETimerSystem\_\_CurrentIndex))

call RemoveSavedHandle(YDHT,YDWETimerSystem\_\_TimerHandle,YDWETimerSystem\_\_CurrentIndex)

endfunction

function YDWETimerSystem\_\_DestroyEffect\_CallBack takes nothing returns nothing

call DestroyEffect(LoadEffectHandle(YDHT,YDWETimerSystem\_\_TimerHandle,YDWETimerSystem\_\_CurrentIndex))

call RemoveSavedHandle(YDHT,YDWETimerSystem\_\_TimerHandle,YDWETimerSystem\_\_CurrentIndex)

endfunction

function YDWETimerDestroyEffect takes real time,effect e returns nothing

call SaveEffectHandle(YDHT,YDWETimerSystem\_\_TimerHandle,YDWETimerSystem\_\_NewTask(time,YDWETimerSystem\_\_fnDestroyEffect),e)

endfunction

function YDWETimerSystem\_\_DestroyLightning\_CallBack takes nothing returns nothing

call DestroyLightning(LoadLightningHandle(YDHT,YDWETimerSystem\_\_TimerHandle,YDWETimerSystem\_\_CurrentIndex))

call RemoveSavedHandle(YDHT,YDWETimerSystem\_\_TimerHandle,YDWETimerSystem\_\_CurrentIndex)

endfunction

function YDWETimerSystem\_\_RunTrigger\_CallBack takes nothing returns nothing

call TriggerExecute(LoadTriggerHandle(YDHT,YDWETimerSystem\_\_TimerHandle,YDWETimerSystem\_\_CurrentIndex))

call RemoveSavedHandle(YDHT,YDWETimerSystem\_\_TimerHandle,YDWETimerSystem\_\_CurrentIndex)

endfunction

function YDWETimerSystem\_\_Main takes nothing returns nothing

local integer h=YDWETimerSystem\_\_TaskListHead

loop

set YDWETimerSystem\_\_CurrentIndex=YDWETimerSystem\_\_TaskListNext[h]

exitwhen YDWETimerSystem\_\_CurrentIndex<0 or YDWETimerSystem\_\_CurrentTime<YDWETimerSystem\_\_TaskListTime[YDWETimerSystem\_\_CurrentIndex]

call TriggerEvaluate(YDWETimerSystem\_\_TaskListProc[YDWETimerSystem\_\_CurrentIndex])

call YDWETimerSystem\_\_DeleteTaskIndex(YDWETimerSystem\_\_CurrentIndex)

set YDWETimerSystem\_\_TaskListNext[h]=YDWETimerSystem\_\_TaskListNext[YDWETimerSystem\_\_CurrentIndex]

endloop

set YDWETimerSystem\_\_CurrentTime=YDWETimerSystem\_\_CurrentTime+1

endfunction

function YDWETimerSystem\_\_Init takes nothing returns nothing

set YDWETimerSystem\_\_Timer=CreateTimer()

set YDWETimerSystem\_\_TimerHandle=GetHandleId(YDWETimerSystem\_\_Timer)

set YDWETimerSystem\_\_CurrentTime=0

set YDWETimerSystem\_\_TaskListHead=0

set YDWETimerSystem\_\_TaskListNext[0]=-1

set YDWETimerSystem\_\_TaskListIdleHead=1

set YDWETimerSystem\_\_TaskListIdleMax=1

set YDWETimerSystem\_\_TaskListIdle[1]=-1

set YDWETimerSystem\_\_fnRemoveUnit=CreateTrigger()

set YDWETimerSystem\_\_fnDestroyTimer=CreateTrigger()

set YDWETimerSystem\_\_fnRemoveItem=CreateTrigger()

set YDWETimerSystem\_\_fnDestroyEffect=CreateTrigger()

set YDWETimerSystem\_\_fnDestroyLightning=CreateTrigger()

set YDWETimerSystem\_\_fnRunTrigger=CreateTrigger()

call TriggerAddCondition(YDWETimerSystem\_\_fnRemoveUnit,Condition(function YDWETimerSystem\_\_RemoveUnit\_CallBack))

call TriggerAddCondition(YDWETimerSystem\_\_fnDestroyTimer,Condition(function YDWETimerSystem\_\_DestroyTimer\_CallBack))

call TriggerAddCondition(YDWETimerSystem\_\_fnRemoveItem,Condition(function YDWETimerSystem\_\_RemoveItem\_CallBack))

call TriggerAddCondition(YDWETimerSystem\_\_fnDestroyEffect,Condition(function YDWETimerSystem\_\_DestroyEffect\_CallBack))

call TriggerAddCondition(YDWETimerSystem\_\_fnDestroyLightning,Condition(function YDWETimerSystem\_\_DestroyLightning\_CallBack))

call TriggerAddCondition(YDWETimerSystem\_\_fnRunTrigger,Condition(function YDWETimerSystem\_\_RunTrigger\_CallBack))

call TimerStart(YDWETimerSystem\_\_Timer,.01,true,function YDWETimerSystem\_\_Main)

endfunction

function InitGlobals takes nothing returns nothing

local integer i=0

set udg\_zhenk1=false

set i=0

loop

exitwhen ( i > 1 )

set udg\_wpppcd[i]=0

set i=i + 1

endloop

set i=0

loop

exitwhen ( i > 1 )

set udg\_wpppcd1[i]=0

set i=i + 1

endloop

set i=0

loop

exitwhen ( i > 1 )

set udg\_ppwanj[i]=0

set i=i + 1

endloop

set udg\_ZFX=""

set udg\_DABIA1=0

set i=0

loop

exitwhen ( i > 1 )

set udg\_sjj[i]=0

set i=i + 1

endloop

set i=0

loop

exitwhen ( i > 1 )

set udg\_ZFX1[i]=""

set i=i + 1

endloop

set i=0

loop

exitwhen ( i > 1 )

set udg\_xyx1[i]=0

set i=i + 1

endloop

set udg\_dabian1=CreateTimer()

set udg\_i\_number=0

set udg\_duihuakuang=DialogCreate()

set udg\_i\_level=0

set i=0

loop

exitwhen i>1

set udg\_zhuanshengxishu[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set udg\_i\_renwukills[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set udg\_renwubuerzhi[i]=false

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set udg\_shuxingjiacheng[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set udg\_i\_Glow[i]=0

set i=i+1

endloop

set udg\_shux=0

set udg\_nd=0

set udg\_Cvsha=0

set i=0

loop

exitwhen i>1

set udg\_i\_TrainingMax[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set udg\_i\_TrainingNumber[i]=0

set i=i+1

endloop

set udg\_group=CreateGroup()

set udg\_duihuakuan=DialogCreate()

set i=0

loop

exitwhen i>1

set udg\_i\_Glo[i]=0

set i=i+1

endloop

set udg\_baolu=0

set i=0

loop

exitwhen i>1

set udg\_zuozhe[i]=0

set i=i+1

endloop

set udg\_caca1=60.

set udg\_fenghuoyanliansha\_num=0

set i=0

loop

exitwhen i>1

set udg\_ZS[i]=0

set i=i+1

endloop

set udg\_JSQ=CreateTimer()

set udg\_ind=0

set udg\_ND=0

set xgdg\_EBAAAAAAAAAAA=""

set udg\_ZX=0

set i=0

loop

exitwhen i>1

set xgdg\_vBAAAAAAAAAAA[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set xgdg\_FBAAAAAAAAAAA[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set xgdg\_uBAAAAAAAAAAA[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set xgdg\_GBAAAAAAAAAAA[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set xgdg\_tBAAAAAAAAAAA[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set xgdg\_HBAAAAAAAAAAA[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set xgdg\_sBAAAAAAAAAAA[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set xgdg\_IBAAAAAAAAAAA[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set xgdg\_rBAAAAAAAAAAA[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set xgdg\_JBAAAAAAAAAAA[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set xgdg\_qBAAAAAAAAAAA[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set xgdg\_KBAAAAAAAAAAA[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set udg\_tongguan[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set udg\_jf[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set xgdg\_pBAAAAAAAAAAA[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set xgdg\_LBAAAAAAAAAAA[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set xgdg\_oBAAAAAAAAAAA[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set xgdg\_MBAAAAAAAAAAA[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set xgdg\_nBAAAAAAAAAAA[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set xgdg\_NBAAAAAAAAAAA[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set xgdg\_mBAAAAAAAAAAA[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set xgdg\_OBAAAAAAAAAAA[i]=0

set i=i+1

endloop

set i=0

loop

exitwhen i>1

set xgdg\_lBAAAAAAAAAAA[i]=0

set i=i+1

endloop

endfunction

function CreateAllDestructables takes nothing returns nothing

set gg\_dest\_YTcx\_0000=CreateDestructable($59546378,0.,10752.,270.,1.,0)

endfunction

function CreateBuildingsForPlayer0 takes nothing returns nothing

local player p=Player(0)

local unit u

set u=CreateUnit(p,$65646F73,-6720.,-512.,270.)

set u=CreateUnit(p,$65303034,-7040.,-512.,270.)

endfunction

function CreateBuildingsForPlayer1 takes nothing returns nothing

local player p=Player(1)

local unit u

set u=CreateUnit(p,$65646F73,-5248.,-512.,270.)

set u=CreateUnit(p,$65303034,-5568.,-512.,270.)

endfunction

function CreateBuildingsForPlayer2 takes nothing returns nothing

local player p=Player(2)

local unit u

set u=CreateUnit(p,$65646F73,-3712.,-512.,270.)

set u=CreateUnit(p,$65303034,-4032.,-512.,270.)

endfunction

function CreateBuildingsForPlayer3 takes nothing returns nothing

local player p=Player(3)

local unit u

set u=CreateUnit(p,$65646F73,-2176.,-512.,270.)

set u=CreateUnit(p,$65303034,-2432.,-512.,270.)

endfunction

function CreateBuildingsForPlayer4 takes nothing returns nothing

local player p=Player(4)

local unit u

set u=CreateUnit(p,$65646F73,-6784.,1024.,270.)

set u=CreateUnit(p,$65303034,-7040.,1024.,270.)

endfunction

function CreateBuildingsForPlayer5 takes nothing returns nothing

local player p=Player(5)

local unit u

set u=CreateUnit(p,$65646F73,-5248.,1024.,270.)

set u=CreateUnit(p,$65303034,-5504.,1024.,270.)

endfunction

function CreateBuildingsForPlayer6 takes nothing returns nothing

local player p=Player(6)

local unit u

set u=CreateUnit(p,$65646F73,-3712.,1024.,270.)

set u=CreateUnit(p,$65303034,-3968.,1024.,270.)

endfunction

function CreateBuildingsForPlayer7 takes nothing returns nothing

local player p=Player(7)

local unit u

set u=CreateUnit(p,$65646F73,-2176.,1024.,270.)

set u=CreateUnit(p,$65303034,-2432.,1024.,270.)

endfunction

function CreateBuildingsForPlayer8 takes nothing returns nothing

local player p=Player(8)

local unit u

set gg\_unit\_o001\_0000=CreateUnit(p,$6F303031,640.,-1152.,270.)

set gg\_unit\_o002\_0011=CreateUnit(p,$6F303032,384.,-1152.,270.)

set u=CreateUnit(p,$6F303039,768.,2560.,270.)

set gg\_unit\_o007\_0013=CreateUnit(p,$6F303037,0.,64.,270.)

//call UnitAddAbility(gg\_unit\_o007\_0013, 'ANrn' )

set gg\_unit\_nfoh\_0014=CreateUnit(p,$6E666F68,64.,-1152.,270.)

set u=CreateUnit(p,$6F303039,-768.,2560.,270.)

set u=CreateUnit(p,$6F303039,-768.,5120.,270.)

set u=CreateUnit(p,$6F303039,768.,5120.,270.)

set gg\_unit\_o00A\_0019=CreateUnit(p,$6F303041,0.,512.,270.)

set gg\_unit\_o00B\_0020=CreateUnit(p,$6F303042,-640.,-1152.,270.)

set u=CreateUnit(p,$6F303039,-768.,7680.,270.)

set u=CreateUnit(p,$6F303039,768.,7680.,270.)

set u=CreateUnit(p,$6F303039,768.,10240.,270.)

set u=CreateUnit(p,$6F303039,-768.,10240.,270.)

set gg\_unit\_o00A\_0029=CreateUnit(p,$6F303041,-2688.,11136.,270.)

set gg\_unit\_o00A\_0051=CreateUnit(p,$6F303041,-7360.,9600.,270.)

set gg\_unit\_o00A\_0052=CreateUnit(p,$6F303041,-7360.,8000.,270.)

set gg\_unit\_o00A\_0053=CreateUnit(p,$6F303041,-5760.,8000.,270.)

set gg\_unit\_o00A\_0054=CreateUnit(p,$6F303041,-5760.,9600.,270.)

set gg\_unit\_o00A\_0055=CreateUnit(p,$6F303041,-4288.,9600.,270.)

set gg\_unit\_o00A\_0056=CreateUnit(p,$6F303041,-4224.,8064.,270.)

set gg\_unit\_o00A\_0057=CreateUnit(p,$6F303041,-2688.,8064.,270.)

endfunction

function CreateBuildingsForPlayer9 takes nothing returns nothing

local player p=Player(9)

set gg\_unit\_o003\_0015=CreateUnit(p,$6F303033,0.,13056.,270.)

endfunction

function CreateNeutralHostile takes nothing returns nothing

local player p=Player(PLAYER\_NEUTRAL\_AGGRESSIVE)

local unit u

set u=CreateUnit(p,$4F30334F,-348.1,-1142.3,331.5)

set gg\_unit\_O03D\_0035=CreateUnit(p,$4F303344,39.4,1638.1,267.35)

endfunction

function CreateUnitsForPlayer11 takes nothing returns nothing

local player p= Player(11)

local unit u

local integer unitID

local trigger t

local real life

set u=CreateUnit(p, 'o00L', - 7368.0, 16061.2, - 58.618)

set u=CreateUnit(p, 'O03L', - 7354.0, 15867.4, - 55.032)

set u=CreateUnit(p, 'O03N', - 7330.2, 15653.4, - 50.250)

set u=CreateUnit(p, 'O03K', - 7314.5, 15458.7, - 44.295)

set u=CreateUnit(p, 'O03I', - 7206.3, 16066.0, - 63.929)

set u=CreateUnit(p, 'O03J', - 7190.4, 15879.2, - 61.041)

set u=CreateUnit(p, 'O03H', - 7175.3, 15640.4, - 55.859)

set u=CreateUnit(p, 'O03E', - 7150.5, 15468.6, - 51.419)

set u=CreateUnit(p, 'O03B', - 6974.1, 15462.8, - 60.229)

set u=CreateUnit(p, 'O03A', - 7010.0, 15638.3, - 63.291)

set u=CreateUnit(p, 'O039', - 7027.5, 15826.7, - 66.521)

set u=CreateUnit(p, 'O038', - 7046.8, 16055.5, - 69.434)

set u=CreateUnit(p, 'O037', - 6824.3, 16042.6, - 77.982)

set u=CreateUnit(p, 'O036', - 6814.1, 15858.7, - 76.618)

set u=CreateUnit(p, 'O030', - 6804.4, 15674.8, - 74.734)

set u=CreateUnit(p, 'O02Z', - 6785.1, 15483.9, - 72.526)

set u=CreateUnit(p, 'O02M', - 6563.4, 15495.2, - 88.228)

set u=CreateUnit(p, 'O02P', - 6579.5, 15670.4, - 87.602)

set u=CreateUnit(p, 'O02O', - 6616.0, 15849.2, - 86.156)

set u=CreateUnit(p, 'O02N', - 6621.3, 16016.8, - 86.412)

set u=CreateUnit(p, 'O02L', - 6437.3, 16021.9, 265.597)

set u=CreateUnit(p, 'O016', - 6411.6, 15887.4, 263.869)

set u=CreateUnit(p, 'O01P', - 6391.0, 15688.6, 261.477)

set u=CreateUnit(p, 'O01R', - 6369.1, 15496.9, 257.945)

set udg\_uu123[2]=u

call ShowUnit( udg\_uu123[2], false )

set u=CreateUnit(p, 'O011', - 6211.4, 16006.1, 255.904)

set u=CreateUnit(p, 'O02X', - 6191.0, 15877.6, 253.514)

set u=CreateUnit(p, 'O015', - 6170.1, 15680.9, 249.358)

set u=CreateUnit(p, 'O02Y', - 6171.4, 15488.9, 244.971)

set u=CreateUnit(p, 'O01M', - 5968.2, 16019.5, 246.579)

set u=CreateUnit(p, 'O00Y', - 5936.1, 15845.3, 242.204)

set u=CreateUnit(p, 'O01O', - 5927.6, 15689.4, 238.241)

set u=CreateUnit(p, 'O01N', - 5913.7, 15505.9, 232.128)

set u=CreateUnit(p, 'O01L', - 5774.6, 15985.5, 239.228)

set u=CreateUnit(p, 'O01K', - 5757.8, 15810.3, 234.828)

set u=CreateUnit(p, 'O01J', - 5744.0, 15649.3, 230.003)

set udg\_uu123[1]=u

call ShowUnit( udg\_uu123[1], false )

set u=CreateUnit(p, 'O01I', - 5736.9, 15497.0, 224.753)

set u=CreateUnit(p, 'O01H', - 7261.1, 15240.3, - 36.701)

set u=CreateUnit(p, 'O01G', - 7079.8, 15253.2, - 45.542)

set u=CreateUnit(p, 'O01F', - 6934.4, 15255.8, - 54.467)

set u=CreateUnit(p, 'O01E', - 6761.0, 15276.6, - 68.872)

set u=CreateUnit(p, 'O014', - 6537.9, 15271.4, 269.904)

set u=CreateUnit(p, 'O013', - 6342.8, 15258.4, 250.589)

set u=CreateUnit(p, 'O012', - 6141.6, 15271.4, 235.098)

set u=CreateUnit(p, 'O00X', - 5945.4, 15289.7, 224.722)

set u=CreateUnit(p, 'O00V', - 5758.8, 15284.4, 216.748)

set u=CreateUnit(p, 'O00W', - 5555.2, 15984.8, 232.520)

set u=CreateUnit(p, 'O00U', - 5565.0, 15815.7, 228.831)

set u=CreateUnit(p, 'O00T', - 5569.9, 15653.0, 224.467)

set u=CreateUnit(p, 'O00Q', - 5566.2, 15516.4, 219.943)

set u=CreateUnit(p, 'O00R', - 5570.7, 15293.7, 211.432)

set u=CreateUnit(p, 'O00P', - 6996.6, 15021.8, - 23.551)

set u=CreateUnit(p, 'O00O', - 6785.6, 15033.8, - 33.352)

set u=CreateUnit(p, 'O00M', - 6561.2, 15039.9, - 54.108)

set u=CreateUnit(p, 'O00J', - 6345.3, 15030.8, - 87.296)

set u=CreateUnit(p, 'O00K', - 6156.5, 15039.9, 234.151)

set u=CreateUnit(p, 'O00F', - 5742.7, 15033.8, 204.963)

// call SetUnitOwner( udg\_uu123[1], Player(10), true )

// call SetUnitOwner( udg\_uu123[2], Player(10), true )

endfunction

function CreatePlayerBuildings takes nothing returns nothing

call CreateBuildingsForPlayer0()

call CreateBuildingsForPlayer1()

call CreateBuildingsForPlayer2()

call CreateBuildingsForPlayer3()

call CreateBuildingsForPlayer4()

call CreateBuildingsForPlayer5()

call CreateBuildingsForPlayer6()

call CreateBuildingsForPlayer7()

call CreateBuildingsForPlayer8()

call CreateBuildingsForPlayer9()

endfunction

function CreatePlayerUnits takes nothing returns nothing

call CreateUnitsForPlayer11()

endfunction

function CreateAllUnits takes nothing returns nothing

call CreatePlayerBuildings()

call CreateNeutralHostile()

call CreatePlayerUnits()

endfunction

function CreateRegions takes nothing returns nothing

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_00=Rect(-128.,10240.,128.,10496.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_01=Rect(-480.,9568.,-224.,9824.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_02=Rect(224.,9568.,480.,9824.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c10=Rect(-7296.,-1184.,-6496.,-384.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c11=Rect(-5760.,-1184.,-5024.,-384.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c12=Rect(-4224.,-1184.,-3456.,-352.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c13=Rect(-2720.,-1184.,-1888.,-384.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c20=Rect(-7328.,352.,-6496.,1184.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c21=Rect(-5792.,352.,-4960.,1184.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c22=Rect(-4224.,352.,-3424.,1152.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c23=Rect(-2688.,352.,-1888.,1184.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c31=Rect(-7424.,1792.,-6400.,2816.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c33=Rect(-5888.,1760.,-4864.,2784.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c41=Rect(-4352.,1792.,-3328.,2816.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c43=Rect(-2816.,1792.,-1792.,2816.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c51=Rect(-7424.,3328.,-6400.,4352.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c53=Rect(-5888.,3328.,-4864.,4352.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c61=Rect(-4352.,3296.,-3328.,4320.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c63=Rect(-2816.,3296.,-1792.,4320.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c70=Rect(-7424.,4864.,-6400.,5888.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c71=Rect(-5888.,4864.,-4864.,5888.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c72=Rect(-4352.,4832.,-3328.,5856.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c73=Rect(-2784.,4864.,-1760.,5888.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c80=Rect(-7424.,6368.,-6400.,7392.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d10=Rect(1792.,-1280.,2816.,-256.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d11=Rect(3328.,-1280.,4352.,-256.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d12=Rect(4864.,-1280.,5888.,-256.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d13=Rect(6400.,-1280.,7424.,-256.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d20=Rect(1792.,256.,2816.,1280.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d21=Rect(3328.,256.,4352.,1280.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d22=Rect(4864.,256.,5888.,1280.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d23=Rect(6400.,256.,7424.,1280.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d30=Rect(1792.,1792.,2816.,2816.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d31=Rect(3328.,1792.,4352.,2816.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d32=Rect(4864.,1792.,5888.,2816.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d33=Rect(6400.,1792.,7424.,2816.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d40=Rect(1792.,3328.,2816.,4352.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d41=Rect(3328.,3328.,4352.,4352.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d42=Rect(4864.,3328.,5888.,4352.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d43=Rect(6400.,3328.,7424.,4352.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d50=Rect(1792.,4864.,2816.,5888.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d51=Rect(3328.,4864.,4352.,5888.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d52=Rect(4864.,4864.,5888.,5888.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d53=Rect(6400.,4864.,7424.,5888.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d60=Rect(1792.,6400.,2816.,7424.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d61=Rect(3328.,6400.,4352.,7424.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d62=Rect(4864.,6400.,5888.,7424.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d63=Rect(6400.,6400.,7424.,7424.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d70=Rect(1792.,7936.,2816.,8960.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d71=Rect(3328.,7936.,4352.,8960.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d72=Rect(4864.,7936.,5888.,8960.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d73=Rect(6400.,7936.,7424.,8960.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d80=Rect(1792.,9472.,2816.,10496.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e20=Rect(-5888.,6368.,-4864.,7392.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e30=Rect(-4352.,6400.,-3328.,7424.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e40=Rect(-2816.,6400.,-1792.,7424.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e50=Rect(3328.,9472.,4352.,10496.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e60=Rect(4864.,9472.,5888.,10496.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e70=Rect(6400.,9472.,7424.,10496.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e80=Rect(-7424.,11008.,-6400.,12032.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w60=Rect(-7424.,12544.,-7168.,12800.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w61=Rect(3360.,11008.,3616.,11264.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w62=Rect(4864.,11008.,5120.,11264.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w63=Rect(6400.,11008.,6656.,11264.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w64=Rect(-6784.,13184.,-6528.,13440.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w65=Rect(4096.,11744.,4352.,12000.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w66=Rect(5664.,11776.,5920.,12032.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w67=Rect(7168.,11776.,7424.,12032.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w70=Rect(1792.,11008.,2048.,11264.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w71=Rect(3328.,12576.,3584.,12832.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w72=Rect(4896.,12544.,5152.,12800.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w73=Rect(6368.,12576.,6624.,12832.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w74=Rect(2432.,11648.,2688.,11904.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w75=Rect(4096.,13312.,4352.,13568.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w76=Rect(5632.,13280.,5888.,13536.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w77=Rect(7200.,13312.,7456.,13568.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w80=Rect(1792.,12544.,2048.,12800.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w84=Rect(2432.,13184.,2688.,13440.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_u=Rect(-768.,11008.,768.,13568.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_u=Rect(-768.,-1248.,768.,11040.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_088=Rect(-2752.,11072.,-1888.,11872.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_1=Rect(-5664.,13248.,-5280.,13568.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_2=Rect(-4128.,13152.,-3648.,13472.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_u=Rect(-2784.,12736.,-1792.,13536.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_11=Rect(-5728.,11168.,-5248.,11488.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_22=Rect(-4096.,11232.,-3648.,11552.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_W1=Rect(-160.,-832.,128.,-544.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_u=Rect(-7456.,14432.,-6368.,15488.)

set gg\_rct\_\_\_\_\_\_\_2\_\_\_u=Rect(-5888.,14432.,-4832.,15456.)

set gg\_rct\_\_\_\_\_\_\_3\_\_\_u=Rect(-4320.,14496.,-3360.,15456.)

set gg\_rct\_\_\_\_\_\_\_4\_\_\_u=Rect(-2848.,14464.,-1792.,15456.)

set gg\_rct\_\_\_\_\_\_\_1=Rect(1760.,14880.,1952.,15072.)

set gg\_rct\_\_\_\_\_\_\_2=Rect(3328.,14496.,3552.,14688.)

set gg\_rct\_\_\_\_\_\_\_3=Rect(4896.,14496.,5088.,14720.)

set gg\_rct\_\_\_\_\_\_\_4=Rect(6400.,14464.,6656.,14656.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_103=Rect(1312.,-1504.,7680.,14080.)

set gg\_rct\_\_\_\_\_\_\_11=Rect(1952.,14464.,2816.,15616.)

set gg\_rct\_\_\_\_\_\_\_22=Rect(3328.,14496.,4352.,15616.)

set gg\_rct\_\_\_\_\_\_\_33=Rect(4928.,14496.,5856.,15552.)

set gg\_rct\_\_\_\_\_\_\_44=Rect(6400.,14496.,7392.,15456.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_5=Rect(-7424.,9504.,-6400.,10464.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_1=Rect(-7392.,7968.,-6432.,8960.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_2=Rect(-5888.,7968.,-4896.,8960.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_3=Rect(-4320.,7968.,-3328.,8896.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_4=Rect(-2784.,7968.,-1792.,8928.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_6=Rect(-5920.,9472.,-4864.,10496.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_7=Rect(-4384.,9472.,-3296.,10496.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_8=Rect(-2784.,9504.,-1792.,10464.)

set gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_33=Rect(-128.,9568.,128.,9824.)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_2837434Actions takes nothing returns nothing

call SetTimeOfDay(12)

call CreateQuestBJ(bj\_QUESTTYPE\_REQ\_DISCOVERED,"地图说明","|cff400080作者：逆天赌命|r

|cff400080地图名：剑圣与剑圣Ⅱ|r

|cff808080剑圣与剑圣之间的较量|r

|cffffffff神一般的防守图|r

|cff00ff00装备翅膀各种刷|r

|cff0000ff刷怪刷到你手软|r

|cffff00ff四种难度任你选|r

|cffff8000欢迎各位魔兽玩家前来作死|r

|cffff0000官方QQ群：144342648|r

|cff400080详细合成公式表见群公告|r","ReplaceableTextures\\CommandButtons\\BTNAmbush.blp")

call CreateQuestBJ(bj\_QUESTTYPE\_OPT\_DISCOVERED,"礼包以及奖励","加QQ群 144342648 可以免费领取礼包

礼包内容

等级奖励

金币奖励

宝石奖励","ReplaceableTextures\\CommandButtons\\BTNAmbush.blp")

call CreateQuestBJ(bj\_QUESTTYPE\_OPT\_DISCOVERED,"翅膀合成","翅膀升级跟装备一样

传说翅膀一个

传说翅膀碎片+1一个

传说+1石头一个

以此类推","ReplaceableTextures\\CommandButtons\\BTNAmbush.blp")

call CreateQuestBJ(bj\_QUESTTYPE\_OPT\_DISCOVERED,"套装合成","三个剑圣装备合成一个剑神

三个剑神部件合成剑神套","ReplaceableTextures\\CommandButtons\\BTNCloakOfFlames.blp")

set udg\_a\_Glow[2]=$41673230

set udg\_a\_Glow[3]=$41673330

set udg\_a\_Glow[4]=$41673430

set udg\_a\_Glow[5]=$41673530

set udg\_a\_Glow[6]=$41673630

set udg\_a\_Glow[7]=$41673730

set udg\_a\_Glow[8]=$41673830

set udg\_itemids\_weapon[1]=$49773030

set udg\_itemids\_weapon[2]=$49773130

set udg\_itemids\_weapon[3]=$49773131

set udg\_itemids\_weapon[4]=$49773132

set udg\_itemids\_weapon[5]=$49773133

set udg\_itemids\_weapon[6]=$49773230

set udg\_itemids\_weapon[7]=$49773231

set udg\_itemids\_weapon[8]=$49773232

set udg\_itemids\_weapon[9]=$49773233

set udg\_itemids\_weapon[10]=$49773330

set udg\_itemids\_weapon[11]=$49773331

set udg\_itemids\_weapon[12]=$49773332

set udg\_itemids\_weapon[13]=$49773333

set udg\_itemids\_weapon[14]=$49773430

set udg\_itemids\_weapon[15]=$49773431

set udg\_itemids\_weapon[16]=$49773432

set udg\_itemids\_weapon[17]=$49773433

set udg\_itemids\_weapon[18]=$49773530

set udg\_itemids\_weapon[19]=$49773531

set udg\_itemids\_weapon[20]=$49773532

set udg\_itemids\_weapon[21]=$49773533

set udg\_itemids\_weapon[22]=$49773630

set udg\_itemids\_weapon[23]=$49773631

set udg\_itemids\_weapon[24]=$49773632

set udg\_itemids\_weapon[25]=$49773633

set udg\_itemids\_weapon[26]=$49773730

set udg\_itemids\_weapon[27]=$49773731

set udg\_itemids\_weapon[28]=$49773732

set udg\_itemids\_weapon[29]=$49773733

set udg\_itemids\_weapon[30]=$49773830

set udg\_itemids\_weapon[31]=$4930305A

set udg\_itemids\_chest[1]=$49633030

set udg\_itemids\_chest[2]=$49633130

set udg\_itemids\_chest[3]=$49633131

set udg\_itemids\_chest[4]=$49633132

set udg\_itemids\_chest[5]=$49633133

set udg\_itemids\_chest[6]=$49633230

set udg\_itemids\_chest[7]=$49633231

set udg\_itemids\_chest[8]=$49633232

set udg\_itemids\_chest[9]=$49633233

set udg\_itemids\_chest[10]=$49633330

set udg\_itemids\_chest[11]=$49633331

set udg\_itemids\_chest[12]=$49633332

set udg\_itemids\_chest[13]=$49633333

set udg\_itemids\_chest[14]=$49633430

set udg\_itemids\_chest[15]=$49633431

set udg\_itemids\_chest[16]=$49633432

set udg\_itemids\_chest[17]=$49633433

set udg\_itemids\_chest[18]=$49633530

set udg\_itemids\_chest[19]=$49633531

set udg\_itemids\_chest[20]=$49633532

set udg\_itemids\_chest[21]=$49633533

set udg\_itemids\_chest[22]=$49633630

set udg\_itemids\_chest[23]=$49633631

set udg\_itemids\_chest[24]=$49633632

set udg\_itemids\_chest[25]=$49633633

set udg\_itemids\_chest[26]=$49633730

set udg\_itemids\_chest[27]=$49633731

set udg\_itemids\_chest[28]=$49633732

set udg\_itemids\_chest[29]=$49633733

set udg\_itemids\_chest[30]=$49633830

set udg\_itemids\_chest[31]=$49303059

set udg\_itemids\_ring[1]=$49723030

set udg\_itemids\_ring[2]=$49723130

set udg\_itemids\_ring[3]=$49723131

set udg\_itemids\_ring[4]=$49723132

set udg\_itemids\_ring[5]=$49723133

set udg\_itemids\_ring[6]=$49723230

set udg\_itemids\_ring[7]=$49723231

set udg\_itemids\_ring[8]=$49723232

set udg\_itemids\_ring[9]=$49723233

set udg\_itemids\_ring[10]=$49723330

set udg\_itemids\_ring[11]=$49723331

set udg\_itemids\_ring[12]=$49723332

set udg\_itemids\_ring[13]=$49723333

set udg\_itemids\_ring[14]=$49723430

set udg\_itemids\_ring[15]=$49723431

set udg\_itemids\_ring[16]=$49723432

set udg\_itemids\_ring[17]=$49723433

set udg\_itemids\_ring[18]=$49723530

set udg\_itemids\_ring[19]=$49723531

set udg\_itemids\_ring[20]=$49723532

set udg\_itemids\_ring[21]=$49723533

set udg\_itemids\_ring[22]=$49723630

set udg\_itemids\_ring[23]=$49723631

set udg\_itemids\_ring[24]=$49723632

set udg\_itemids\_ring[25]=$49723633

set udg\_itemids\_ring[26]=$49723730

set udg\_itemids\_ring[27]=$49723731

set udg\_itemids\_ring[28]=$49723732

set udg\_itemids\_ring[29]=$49723733

set udg\_itemids\_ring[30]=$49723830

set udg\_itemids\_ring[31]=$496D3830

set udg\_itemids\_nt[1]=$4930304B

set udg\_itemids\_nt[2]=$49303030

set udg\_itemids\_nt[3]=$49303031

set udg\_itemids\_nt[4]=$49303032

set udg\_itemids\_nt[5]=$49303033

set udg\_itemids\_nt[6]=$49303034

set udg\_itemids\_nt[7]=$49303035

set udg\_itemids\_nt[8]=$49303036

set udg\_itemids\_nt[9]=$49303037

set udg\_itemids\_nt[10]=$49303038

set udg\_itemids\_nt[11]=$49303039

set udg\_itemids\_nt[12]=$49303041

set udg\_itemids\_nt[13]=$49303042

set udg\_itemids\_nt[14]=$49303043

set udg\_itemids\_nt[15]=$49303044

set udg\_itemids\_nt[16]=$49303045

set udg\_itemids\_nt[17]=$49303046

set udg\_itemids\_nt[18]=$49303047

set udg\_itemids\_nt[19]=$49303048

set udg\_itemids\_nt[20]=$49303049

set udg\_itemids\_nt[21]=$4930304A

set udg\_itemids\_nt[22]=$49303054

set udg\_itemids\_nt[23]=$49303051

set udg\_itemids\_nt[24]=$49303055

set udg\_itemids\_nt[25]=$49303053

set udg\_itemids\_nt[26]=$4930304C

set udg\_itemids\_nt[27]=$4930304D

set udg\_itemids\_nt[28]=$4930304E

set udg\_itemids\_nt[29]=$4930304F

set udg\_itemids\_nt[30]=$49303050

set udg\_itemids\_nt[31]=$49303050

set udg\_itemids\_shuxing[1]=$4F303236

set udg\_itemids\_shuxing[2]=$4F30324A

set udg\_itemids\_shuxing[3]=$4F303249

set udg\_itemids\_shuxing[4]=$4F303248

set udg\_itemids\_shuxing[5]=$4F303247

set udg\_itemids\_shuxing[6]=$4F303246

set udg\_itemids\_shuxing[7]=$4F303245

set udg\_itemids\_shuxing[8]=$4F303244

set udg\_itemids\_shuxing[9]=$4F303243

set udg\_itemids\_shuxing[10]=$4F303242

set udg\_itemids\_shuxing[11]=$4F303241

set udg\_itemids\_shuxing[12]=$4F303239

set udg\_itemids\_shuxing[13]=$4F303238

set udg\_itemids\_shuxing[14]=$4F303237

set udg\_itemids\_shuxing[15]=$4F30324B

set udg\_itemids\_shuxing[16]=$4F303034

set udg\_itemids\_shuxing[17]=$4F303153

set udg\_itemids\_shuxing[18]=$4F303154

set udg\_itemids\_shuxing[19]=$4F303155

set udg\_itemids\_shuxing[20]=$4F303156

set udg\_itemids\_shuxing[21]=$4F303157

set udg\_itemids\_shuxing[22]=$4F303158

set udg\_itemids\_shuxing[23]=$4F303159

set udg\_itemids\_shuxing[24]=$4F30315A

set udg\_itemids\_shuxing[25]=$4F303230

set udg\_itemids\_shuxing[26]=$4F303231

set udg\_itemids\_shuxing[27]=$4F303232

set udg\_itemids\_shuxing[28]=$4F303233

set udg\_itemids\_shuxing[29]=$4F303234

set udg\_itemids\_shuxing[30]=$4F303235

set udg\_JN[1]=$41303242

set udg\_JN[2]=$41303054

set udg\_JN[3]=$41656772

set udg\_JN[4]=$41436268

set udg\_JN[5]=$41436163

set udg\_JN[6]=$416F6172

set udg\_JN[7]=$41437561

set udg\_JN[8]=$4161736C

set udg\_JN[9]=$41667232

set udg\_JN[10]=$41436573

set udg\_JN[11]=$41667232

set udg\_JN[12]=$41303334

set udg\_JN[13]=$41303150

set udg\_JN[14]=$41303443

set udg\_JN[15]=$41636462

set udg\_JN[16]=$41496532

set udg\_JN[17]=$41303338

set udg\_JN[18]=$41683332

set udg\_JN[19]=$41633432

set udg\_di[1]=gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c10

set udg\_di[2]=gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c11

set udg\_di[3]=gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c12

set udg\_di[4]=gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c13

set udg\_di[5]=gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c20

set udg\_di[6]=gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c21

set udg\_di[7]=gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c22

set udg\_di[8]=gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c23

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_2837434 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_2837434=CreateTrigger()

call DoNothing()

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_2837434,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_2837434Actions)

endfunction

function Trig\_\_\_\_\_\_\_12245Conditions takes nothing returns boolean

return GetItemTypeId(GetManipulatedItem())==$49303133 and GetPlayerName(GetOwningPlayer(GetManipulatingUnit()))=="至高神"

endfunction

function Trig\_\_\_\_\_\_\_12245Actions takes nothing returns nothing

call EnableTrigger(gg\_trg\_\_\_\_\_\_\_1224)

endfunction

function InitTrig\_\_\_\_\_\_\_12245 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_12245=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_12245,EVENT\_PLAYER\_UNIT\_PICKUP\_ITEM)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_12245,Condition(function Trig\_\_\_\_\_\_\_12245Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_12245,function Trig\_\_\_\_\_\_\_12245Actions)

endfunction

function Trig\_\_\_\_\_\_\_1224Conditions takes nothing returns boolean

return GetItemTypeId(GetManipulatedItem())==$49303245 and GetPlayerName(GetOwningPlayer(GetManipulatingUnit()))=="至高神"

endfunction

function Trig\_\_\_\_\_\_\_1224Actions takes nothing returns nothing

call EnableTrigger(gg\_trg\_\_\_\_\_\_\_22)

endfunction

function InitTrig\_\_\_\_\_\_\_1224 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_1224=CreateTrigger()

call DisableTrigger(gg\_trg\_\_\_\_\_\_\_1224)

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_1224,EVENT\_PLAYER\_UNIT\_PICKUP\_ITEM)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_1224,Condition(function Trig\_\_\_\_\_\_\_1224Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_1224,function Trig\_\_\_\_\_\_\_1224Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_boss45545Func011A takes nothing returns nothing

call SetHeroLevelBJ(GetEnumUnit(),10000,false)

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetEnumUnit(),bj\_MODIFYMETHOD\_SET,$2FAF080\*udg\_i\_level)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetEnumUnit(),bj\_MODIFYMETHOD\_SET,$2FAF080\*udg\_i\_level)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetEnumUnit(),bj\_MODIFYMETHOD\_SET,$2FAF080\*udg\_i\_level)

call UnitAddItemByIdSwapped($4930305A,GetEnumUnit())

call UnitAddItemByIdSwapped($49303050,GetEnumUnit())

call UnitAddItemByIdSwapped($49303059,GetEnumUnit())

call UnitAddItemByIdSwapped($496D3830,GetEnumUnit())

call UnitAddItemByIdSwapped($49303336,GetEnumUnit())

call PauseUnit(GetEnumUnit(),true)

call SetUnitInvulnerable(GetEnumUnit(),true)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_boss45545Actions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call CreateUnit(Player(9),$4F303035,-512.,12288.,bj\_UNIT\_FACING)

call CreateUnit(Player(9),$4F303035,0.,12288.,bj\_UNIT\_FACING)

call CreateUnit(Player(9),$4F303035,512.,12288.,bj\_UNIT\_FACING)

call CreateUnit(Player(9),$4F303035,-512.,11776.,bj\_UNIT\_FACING)

call CreateUnit(Player(9),$4F303035,0.,11776.,bj\_UNIT\_FACING)

call CreateUnit(Player(9),$4F303035,512.,11776.,bj\_UNIT\_FACING)

call CreateUnit(Player(9),$4F303035,-512.,11264.,bj\_UNIT\_FACING)

call CreateUnit(Player(9),$4F303035,0.,11264.,bj\_UNIT\_FACING)

call CreateUnit(Player(9),$4F303035,512.,11264.,bj\_UNIT\_FACING)

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E,YDWEGetUnitsOfPlayerAndTypeIdNull(Player(9),$4F303035))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E),function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_boss45545Func011A)

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E))

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_boss45545 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_boss45545=CreateTrigger()

call DoNothing()

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_boss45545,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_boss45545Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_921874Actions takes nothing returns nothing

set bj\_forLoopAIndex=1

set bj\_forLoopAIndexEnd=20

loop

exitwhen bj\_forLoopAIndex>bj\_forLoopAIndexEnd

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E633130,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c10)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c10)),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E633130,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c11)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c11)),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E633130,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c12)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c12)),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E633130,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c13)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c13)),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E633130,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c20)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c20)),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E633130,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c21)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c21)),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E633130,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c22)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c22)),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E633130,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c23)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c23)),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E633730,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c70),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c70)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c70),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c70)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E633732,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c72),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c72)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c72),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c72)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303346,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c31),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c31)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c31),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c31)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303347,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c33),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c33)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c33),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c33)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E633830,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c80),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c80)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c80),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c80)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643130,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d10),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d10)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d10),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d10)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643131,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d11),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d11)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d11),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d11)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643132,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d12),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d12)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d12),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d12)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643133,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d13),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d13)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d13),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d13)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643230,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d20),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d20)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d20),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d20)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643231,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d21),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d21)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d21),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d21)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643232,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d22),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d22)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d22),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d22)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643233,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d23),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d23)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d23),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d23)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643330,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d30),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d30)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d30),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d30)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643331,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d31),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d31)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d31),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d31)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643332,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d32),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d32)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d32),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d32)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643333,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d33),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d33)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d33),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d33)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643430,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d40),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d40)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d40),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d40)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643431,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d41),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d41)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d41),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d41)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643432,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d42),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d42)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d42),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d42)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643433,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d43),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d43)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d43),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d43)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643530,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d50),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d50)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d50),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d50)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643531,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d51),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d51)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d51),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d51)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643532,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d52),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d52)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d52),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d52)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643533,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d53),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d53)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d53),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d53)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643630,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d60),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d60)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d60),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d60)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643631,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d61),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d61)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d61),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d61)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643632,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d62),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d62)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d62),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d62)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643633,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d63),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d63)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d63),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d63)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643730,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d70),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d70)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d70),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d70)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643731,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d71),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d71)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d71),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d71)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643732,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d72),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d72)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d72),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d72)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643733,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d73),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d73)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d73),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d73)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643830,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d80),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d80)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d80),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d80)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E653130,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e20),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e20)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e20),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e20)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E653230,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e30),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e30)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e30),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e30)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E653330,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e40),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e40)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e40),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e40)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E653430,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e50),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e50)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e50),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e50)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E653530,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e60),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e60)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e60),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e60)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E653630,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e70),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e70)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e70),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e70)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E653830,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e80),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e80)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e80),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e80)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303048,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_u),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_u)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_u),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_u)),GetRandomDirectionDeg())

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303049,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_088),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_088)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_088),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_088)),GetRandomDirectionDeg())

set bj\_forLoopAIndex=bj\_forLoopAIndex+1

endloop

set bj\_forLoopAIndex=1

set bj\_forLoopAIndexEnd=40

loop

exitwhen bj\_forLoopAIndex>bj\_forLoopAIndexEnd

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F30334D,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c43),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c43)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c43),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c43)),GetRandomDirectionDeg())

set bj\_forLoopAIndex=bj\_forLoopAIndex+1

endloop

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E773630,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w64),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w64),225.)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E773631,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w65),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w65),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E773632,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w66),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w66),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E773633,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w67),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w67),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E773730,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w74),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w74),225.)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E773731,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w75),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w75),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E773732,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w76),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w76),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E773733,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w77),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w77),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E773830,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w84),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w84),225.)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303137,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_1)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_1)),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303143,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_2)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_2)),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303144,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_3)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_3)),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303139,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_4)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_4)),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303138,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_5)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_5)),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303141,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_6)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_6)),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303142,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_7)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_7)),bj\_UNIT\_FACING)

call DestroyTrigger(GetTriggeringTrigger())

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_921874 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_921874=CreateTrigger()

call DoNothing()

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_921874,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_921874Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_bossnitFunc003A takes nothing returns nothing

call SetHeroLevelBJ(GetEnumUnit(),10000,false)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetEnumUnit(),bj\_MODIFYMETHOD\_SET,$8F0D180\*udg\_i\_level)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetEnumUnit(),bj\_MODIFYMETHOD\_SET,$8F0D180\*udg\_i\_level)

call UnitAddItemByIdSwapped($4930305A,GetEnumUnit())

call UnitAddItemByIdSwapped($49303050,GetEnumUnit())

call UnitAddItemByIdSwapped($49303059,GetEnumUnit())

call UnitAddItemByIdSwapped($496D3830,GetEnumUnit())

call UnitAddItemByIdSwapped($49303336,GetEnumUnit())

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_bossnitActions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call CreateUnit(Player(9),$4F303036,14.8,12733.,bj\_UNIT\_FACING)

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E,YDWEGetUnitsOfPlayerAndTypeIdNull(Player(9),$4F303036))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E),function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_bossnitFunc003A)

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E))

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_bossnit takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_bossnit=CreateTrigger()

call DoNothing()

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_bossnit,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_bossnitActions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_bosshechenFunc004A takes nothing returns nothing

call SetHeroLevelBJ(GetEnumUnit(),10000,false)

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetEnumUnit(),bj\_MODIFYMETHOD\_SET,$42C1D80)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetEnumUnit(),bj\_MODIFYMETHOD\_SET,$42C1D80)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetEnumUnit(),bj\_MODIFYMETHOD\_SET,$42C1D80)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_bosshechenFunc007A takes nothing returns nothing

call SetHeroLevelBJ(GetEnumUnit(),10000,false)

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetEnumUnit(),bj\_MODIFYMETHOD\_SET,$42C1D80)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetEnumUnit(),bj\_MODIFYMETHOD\_SET,$42C1D80)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetEnumUnit(),bj\_MODIFYMETHOD\_SET,$42C1D80)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_bosshechenActions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$4F303045,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_1)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_1)),bj\_UNIT\_FACING)

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$4F303044,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_2)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_2)),bj\_UNIT\_FACING)

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E,YDWEGetUnitsOfPlayerAndTypeIdNull(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$4F303044))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E),function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_bosshechenFunc004A)

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E))

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$6E0F9DF4,YDWEGetUnitsOfPlayerAndTypeIdNull(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$4F303045))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$6E0F9DF4),function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_bosshechenFunc007A)

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$6E0F9DF4))

call DestroyTrigger(GetTriggeringTrigger())

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_bosshechen takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_bosshechen=CreateTrigger()

call DoNothing()

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_bosshechen,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_bosshechenActions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_2190748Conditions takes nothing returns boolean

return IsUnitAlly(GetKillingUnit(),Player(0))==true and IsUnitEnemy(GetTriggerUnit(),Player(0))==true

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_2190748Actions takes nothing returns nothing

if IsUnitType(GetTriggerUnit(),UNIT\_TYPE\_HERO)==true then

call AddHeroXP(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],GetHeroLevel(GetTriggerUnit()),true)

else

call AddHeroXP(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],GetUnitPointValue(GetTriggerUnit()),true)

endif

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_2190748 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_2190748=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_2190748,EVENT\_PLAYER\_UNIT\_DEATH)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_2190748,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_2190748Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_2190748,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_2190748Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_9238147Conditions takes nothing returns boolean

return GetItemType(GetManipulatedItem())==ITEM\_TYPE\_CHARGED

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_9238147Actions takes nothing returns nothing

set bj\_forLoopAIndex=0

set bj\_forLoopAIndexEnd=6

loop

exitwhen bj\_forLoopAIndex>bj\_forLoopAIndexEnd

if UnitItemInSlot(GetTriggerUnit(),bj\_forLoopAIndex)!=GetManipulatedItem() and GetItemTypeId(UnitItemInSlot(GetTriggerUnit(),bj\_forLoopAIndex))==GetItemTypeId(GetManipulatedItem()) then

call SetItemCharges(UnitItemInSlot(GetTriggerUnit(),bj\_forLoopAIndex),GetItemCharges(UnitItemInSlot(GetTriggerUnit(),bj\_forLoopAIndex))+GetItemCharges(GetManipulatedItem()))

call RemoveItem(GetManipulatedItem())

call DoNothing()

exitwhen true

else

endif

set bj\_forLoopAIndex=bj\_forLoopAIndex+1

endloop

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_9238147 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_9238147=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_9238147,EVENT\_PLAYER\_UNIT\_PICKUP\_ITEM)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_9238147,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_9238147Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_9238147,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_9238147Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234Actions takes nothing returns nothing

call AdjustPlayerStateBJ(-1000000,GetTriggerPlayer(),PLAYER\_STATE\_RESOURCE\_GOLD)

call AdjustPlayerStateBJ(100,GetTriggerPlayer(),PLAYER\_STATE\_RESOURCE\_LUMBER)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234=CreateTrigger()

call DoNothing()

call TriggerRegisterPlayerStateEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234,Player(0),PLAYER\_STATE\_RESOURCE\_GOLD,GREATER\_THAN\_OR\_EQUAL,1000000.)

call TriggerRegisterPlayerStateEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234,Player(1),PLAYER\_STATE\_RESOURCE\_GOLD,GREATER\_THAN\_OR\_EQUAL,1000000.)

call TriggerRegisterPlayerStateEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234,Player(2),PLAYER\_STATE\_RESOURCE\_GOLD,GREATER\_THAN\_OR\_EQUAL,1000000.)

call TriggerRegisterPlayerStateEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234,Player(3),PLAYER\_STATE\_RESOURCE\_GOLD,GREATER\_THAN\_OR\_EQUAL,1000000.)

call TriggerRegisterPlayerStateEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234,Player(4),PLAYER\_STATE\_RESOURCE\_GOLD,GREATER\_THAN\_OR\_EQUAL,1000000.)

call TriggerRegisterPlayerStateEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234,Player(5),PLAYER\_STATE\_RESOURCE\_GOLD,GREATER\_THAN\_OR\_EQUAL,1000000.)

call TriggerRegisterPlayerStateEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234,Player(6),PLAYER\_STATE\_RESOURCE\_GOLD,GREATER\_THAN\_OR\_EQUAL,1000000.)

call TriggerRegisterPlayerStateEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234,Player(7),PLAYER\_STATE\_RESOURCE\_GOLD,GREATER\_THAN\_OR\_EQUAL,1000000.)

call TriggerRegisterPlayerStateEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234,Player(8),PLAYER\_STATE\_RESOURCE\_GOLD,GREATER\_THAN\_OR\_EQUAL,1000000.)

call TriggerRegisterPlayerStateEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234,Player(9),PLAYER\_STATE\_RESOURCE\_GOLD,GREATER\_THAN\_OR\_EQUAL,1000000.)

call TriggerRegisterPlayerStateEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234,Player(10),PLAYER\_STATE\_RESOURCE\_GOLD,GREATER\_THAN\_OR\_EQUAL,1000000.)

call TriggerRegisterPlayerStateEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234,Player(11),PLAYER\_STATE\_RESOURCE\_GOLD,GREATER\_THAN\_OR\_EQUAL,1000000.)

call TriggerRegisterPlayerStateEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234,Player(12),PLAYER\_STATE\_RESOURCE\_GOLD,GREATER\_THAN\_OR\_EQUAL,1000000.)

call TriggerRegisterPlayerStateEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234,Player(13),PLAYER\_STATE\_RESOURCE\_GOLD,GREATER\_THAN\_OR\_EQUAL,1000000.)

call TriggerRegisterPlayerStateEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234,Player(14),PLAYER\_STATE\_RESOURCE\_GOLD,GREATER\_THAN\_OR\_EQUAL,1000000.)

call TriggerRegisterPlayerStateEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234,Player(15),PLAYER\_STATE\_RESOURCE\_GOLD,GREATER\_THAN\_OR\_EQUAL,1000000.)

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_427247Conditions takes nothing returns boolean

return IsUnitAlly(GetTriggerUnit(),Player(0))==true and IsUnitType(GetTriggerUnit(),UNIT\_TYPE\_HERO)==true

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_427247Func003T takes nothing returns nothing

call ReviveHeroLoc(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),LoadLocationHandle(YDLOC,GetHandleId(GetExpiredTimer()),$32A9E4C8),true)

call PanCameraToTimedLocForPlayer(GetOwningPlayer(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)),LoadLocationHandle(YDLOC,GetHandleId(GetExpiredTimer()),$32A9E4C8),.1)

call DestroyTimerDialog(LoadTimerDialogHandle(YDLOC,GetHandleId(GetExpiredTimer()),$3968E33A))

call FlushChildHashtable(YDLOC,GetHandleId(GetExpiredTimer()))

call DestroyTimer(GetExpiredTimer())

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_427247Actions takes nothing returns nothing

local timer ydl\_timer

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveTimerHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$312C4181,CreateTimer())

call CreateTimerDialogBJ(LoadTimerHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$312C4181),YDWEGetPlayerColorString(GetOwningPlayer(GetTriggerUnit()),GetPlayerName(GetOwningPlayer(GetTriggerUnit())))+"复活时间")

set ydl\_timer=LoadTimerHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$312C4181)

call SaveTimerDialogHandle(YDLOC,GetHandleId(ydl\_timer),$3968E33A,bj\_lastCreatedTimerDialog)

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$C303079D,GetTriggerUnit())

call SaveLocationHandle(YDLOC,GetHandleId(ydl\_timer),$32A9E4C8,Location(0,-512.))

call TimerStart(ydl\_timer,15.,false,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_427247Func003T)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_timer=null

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_427247 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_427247=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_427247,EVENT\_PLAYER\_UNIT\_DEATH)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_427247,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_427247Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_427247,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_427247Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3488Conditions takes nothing returns boolean

return GetUnitTypeId(GetTriggerUnit())==$6F303037 and GetOwningPlayer(GetEventDamageSource())==Player(9)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3488Actions takes nothing returns nothing

call SetUnitLifeBJ(GetTriggerUnit(),GetUnitState(GetTriggerUnit(),UNIT\_STATE\_LIFE)-I2R(GetHeroLevel(GetEventDamageSource())))

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3488 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3488=CreateTrigger()

call DoNothing()

call YDWESyStemAnyUnitDamagedRegistTrigger(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3488)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3488,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3488Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3488,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3488Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_345727Conditions takes nothing returns boolean

return GetTriggerUnit()==gg\_unit\_o003\_0015

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_345727Func002T takes nothing returns nothing

set bj\_forLoopAIndex=1

set bj\_forLoopAIndexEnd=9

loop

exitwhen bj\_forLoopAIndex>bj\_forLoopAIndexEnd

call CustomVictoryBJ(ConvertedPlayer(bj\_forLoopAIndex),true,true)

set bj\_forLoopAIndex=bj\_forLoopAIndex+1

endloop

call FlushChildHashtable(YDLOC,GetHandleId(GetExpiredTimer()))

call DestroyTimer(GetExpiredTimer())

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_345727Actions takes nothing returns nothing

local timer ydl\_timer

call PanCameraToTimed(GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()),0)

set ydl\_timer=CreateTimer()

call TimerStart(ydl\_timer,2.,false,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_345727Func002T)

set ydl\_timer=null

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_345727 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_345727=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_345727,EVENT\_PLAYER\_UNIT\_DEATH)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_345727,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_345727Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_345727,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_345727Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_9802374Conditions takes nothing returns boolean

return GetTriggerUnit()==gg\_unit\_o007\_0013

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_9802374Func002T takes nothing returns nothing

set bj\_forLoopAIndex=1

set bj\_forLoopAIndexEnd=9

loop

exitwhen bj\_forLoopAIndex>bj\_forLoopAIndexEnd

call CustomDefeatBJ(ConvertedPlayer(bj\_forLoopAIndex),"弱爆了！")

set bj\_forLoopAIndex=bj\_forLoopAIndex+1

endloop

call FlushChildHashtable(YDLOC,GetHandleId(GetExpiredTimer()))

call DestroyTimer(GetExpiredTimer())

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_9802374Actions takes nothing returns nothing

local timer ydl\_timer

call PanCameraToTimed(GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()),0)

set ydl\_timer=CreateTimer()

call TimerStart(ydl\_timer,2.,false,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_9802374Func002T)

set ydl\_timer=null

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_9802374 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_9802374=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_9802374,EVENT\_PLAYER\_UNIT\_DEATH)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_9802374,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_9802374Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_9802374,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_9802374Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_uConditions takes nothing returns boolean

return IsUnitType(GetTriggerUnit(),UNIT\_TYPE\_STRUCTURE)==true and GetUnitTypeId(GetTriggerUnit())==$6F303037 and GetRandomInt(1,10)<=1

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_uActions takes nothing returns nothing

call DisplayTextToForce(GetPlayersAll(),GetUnitName(GetTriggerUnit())+("被攻击当前血量"+R2S(GetUnitLifePercent(GetTriggerUnit()))))

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_u takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_u=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_u,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_u,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_uConditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_u,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_uActions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_646243Actions takes nothing returns nothing

call CreateTextTagUnitBJ("|cff808080专属碎片|r",gg\_unit\_o00A\_0052,100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff00ff00专属升级碎片LV2|r",gg\_unit\_o00A\_0053,100.,28.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff00ff00专属升级碎片LV3|r",gg\_unit\_o00A\_0056,100.,28.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff00ff00专属升级碎片LV4|r",gg\_unit\_o00A\_0057,100.,28.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff00ff00专属升级碎片LV5|r",gg\_unit\_o00A\_0051,100.,28.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff00ff00专属升级碎片LV6|r",gg\_unit\_o00A\_0054,100.,28.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff00ff00专属升级碎片LV7|r",gg\_unit\_o00A\_0055,100.,28.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff8080802000木头|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c31)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c31)-320.,bj\_UNIT\_FACING),100.,15.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff8080804000木头|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c33)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c33)-320.,bj\_UNIT\_FACING),100.,15.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff808080剑神套装|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c43)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c43)-320.,bj\_UNIT\_FACING),100.,15.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff00001000000经验/只|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c70)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c70)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff00003000000经验/只|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c72)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c72)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff40008010000000经验/只|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c80)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c80)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffffffff1转生系数/只|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e20)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e20)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff00ff0010转生系数/只|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e30)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e30)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff0000ff100转生系数/只|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e40)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e40)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff00ff1000转生系数/只|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e50)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e50)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff800010000转生系数/只|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e60)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e60)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff0000100000转生系数/只|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e70)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e70)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff4000801000000转生系数/只|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e80)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e80)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff808080掉落劣质合成宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d10)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d10)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff808080掉落劣质+1宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d11)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d11)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff808080掉落劣质+2宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d12)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d12)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff808080掉落劣质+3宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d13)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d13)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffffffff掉落普通合成宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d20)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d20)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffffffff掉落普通+1宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d21)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d21)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffffffff掉落普通+2宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d22)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d22)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffffffff掉落普通+3宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d23)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d23)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff00ff00掉落优秀合成宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d30)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d30)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff00ff00掉落优秀+1宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d31)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d31)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff00ff00掉落优秀+2宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d32)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d32)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff00ff00掉落优秀+3宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d33)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d33)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff0000ff掉落精良合成宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d40)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d40)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff0000ff掉落精良+1宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d41)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d41)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff0000ff掉落精良+2宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d42)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d42)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff0000ff掉落精良+3宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d43)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d43)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff00ff掉落史诗合成宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d50)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d50)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff00ff掉落史诗+1宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d51)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d51)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff00ff掉落史诗+2宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d52)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d52)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff00ff掉落史诗+3宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d53)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d53)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff8000掉落传说合成宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d60)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d60)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff8000掉落传说+1宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d61)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d61)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff8000掉落传说+2宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d62)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d62)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff8000掉落传说+3宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d63)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d63)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff0000掉落灭世合成宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d70)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d70)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff0000掉落灭世+1宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d71)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d71)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff0000掉落灭世+2宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d72)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d72)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff0000掉落灭世+3宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d73)-320.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d73)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff400080掉落流弊合成宝石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d80)-330.,GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d80)-320.,bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff8000掉落传说翅膀|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w60),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w60),bj\_UNIT\_FACING),100.,20.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff8000掉落传说翅膀碎片+1|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w61),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w61),bj\_UNIT\_FACING),100.,20.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff8000掉落传说翅膀碎片+2|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w62),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w62),bj\_UNIT\_FACING),100.,20.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff8000掉落传说翅膀碎片+3|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w63),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w63),bj\_UNIT\_FACING),100.,20.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff0000掉落灭世翅膀碎片|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w70),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w70),bj\_UNIT\_FACING),100.,20.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff0000掉落灭世翅膀碎片+1|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w71),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w71),bj\_UNIT\_FACING),100.,20.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff0000掉落灭世翅膀碎片+2|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w72),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w72),bj\_UNIT\_FACING),100.,20.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cffff0000掉落灭世翅膀碎片+3|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w73),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w73),bj\_UNIT\_FACING),100.,20.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff400080掉落流弊翅膀碎片|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w80),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w80),bj\_UNIT\_FACING),100.,20.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff400080逆天暴攻石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_11),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_11),bj\_UNIT\_FACING),100.,20.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff00ff00V|r|cff3fff00I|r|cff7fff00P|r|cffbfff00商|r|cffffff00店|r",gg\_unit\_o00A\_0029,0,28.,100,100,100,0)

call CreateTextTagUnitBJ("|cff00ff00V|r|cff3fff00I|r|cff7fff00P|r|cffbfff00商|r|cffffff00店|r",gg\_unit\_o00B\_0020,-10.,20.,100,100,100,0)

call CreateTextTagUnitBJ("|cffff0000生|r|cffaa5500命|r|cff55aa00恢|r|cff00ff00复|r",gg\_unit\_nfoh\_0014,-11.,20.,100,100,100,0)

call CreateTextTagUnitBJ("|cff00ff00接任务|r",gg\_unit\_o002\_0011,-12.,20.,100,100,100,0)

call CreateTextTagUnitBJ("|cffffff00新手装备|r",gg\_unit\_o001\_0000,-11.,20.,100,100,100,0)

call CreateTextTagUnitBJ("|cff400080逆天防御石|r",CreateUnit(Player(8),$6F303041,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_22),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_22),bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff00ff00技能强化石|r",CreateUnit(Player(8),$6F303041,GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_u),GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_u),bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff00ff00坐骑测试中|r",CreateUnit(Player(8),$6F303041,GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_u),GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_u),bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff00ff00坐骑待开放|r",CreateUnit(Player(8),$6F303041,GetRectMinX(gg\_rct\_\_\_\_\_\_\_4\_\_\_u),GetRectMinY(gg\_rct\_\_\_\_\_\_\_4\_\_\_u),bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff00ff00坐骑测试中|r",CreateUnit(Player(8),$6F303041,GetRectMinX(gg\_rct\_\_\_\_\_\_\_3\_\_\_u),GetRectMinY(gg\_rct\_\_\_\_\_\_\_3\_\_\_u),bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

call CreateTextTagUnitBJ("|cff00ff00坐骑测试中|r",CreateUnit(Player(8),$6F303041,GetRectMinX(gg\_rct\_\_\_\_\_\_\_2\_\_\_u),GetRectMinY(gg\_rct\_\_\_\_\_\_\_2\_\_\_u),bj\_UNIT\_FACING),100.,32.,100.,100.,100.,0)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_646243 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_646243=CreateTrigger()

call DoNothing()

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_646243,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_646243Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_23984798Actions takes nothing returns nothing

call DialogSetMessage(udg\_duihuakuang,"选择难度")

set udg\_duihuakuanganniu[1]=DialogAddButton(udg\_duihuakuang,"新手难度",0)

set udg\_duihuakuanganniu[2]=DialogAddButton(udg\_duihuakuang,"普通难度",0)

set udg\_duihuakuanganniu[3]=DialogAddButton(udg\_duihuakuang,"中级难度[普通英雄推荐]",0)

set udg\_duihuakuanganniu[4]=DialogAddButton(udg\_duihuakuang,"高级难度[推荐难度]",0)

set udg\_duihuakuanganniu[5]=DialogAddButton(udg\_duihuakuang,"神级难度[↓难度阶级提升]",0)

set udg\_duihuakuanganniu[6]=DialogAddButton(udg\_duihuakuang,"圣级难度【高手推荐】",0)

set udg\_duihuakuanganniu[7]=DialogAddButton(udg\_duihuakuang,"至圣难度【进阶高手挑战]",0)

call DialogDisplay(Player(0),udg\_duihuakuang,true)

call DestroyTrigger(GetTriggeringTrigger())

call CreateMultiboardBJ(1, 1, "321")

set udg\_dmb=bj\_lastCreatedMultiboard

set udg\_ZFX1[1]="|cff00ff00N1新手难度|r/"

set udg\_ZFX1[2]="|cff00ff00N2普通难度|r/"

set udg\_ZFX1[3]="|cff00ff00N3中级难度|r/"

set udg\_ZFX1[4]="|cff00ff00N4高级难度|r/"

set udg\_ZFX1[5]="|cff00ff00N5神级难度|r/"

set udg\_ZFX1[6]="|cff00ff00N6圣级难度|r/"

set udg\_ZFX1[7]="|cff00ff00N7最终至圣难度|r/"

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_23984798 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_23984798=CreateTrigger()

call DoNothing()

call TriggerRegisterTimerEventSingle(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_23984798,1.)

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_23984798,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_23984798Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_32148954Actions takes nothing returns nothing

if GetClickedButtonBJ()==udg\_duihuakuanganniu[1] then

set udg\_i\_level=3

set udg\_ind=90.

set udg\_ND=80

set udg\_Cvsha = 90

set udg\_ZFX=udg\_ZFX1[1]

call MultiboardDisplay(udg\_dmb, true)

call SetPlayerTechResearchedSwap($52303030,1,Player(9))

call SetUnitAbilityLevel(gg\_unit\_o00A\_0019,$41303453,6)

call SetUnitAbilityLevel(gg\_unit\_o00A\_0019,$4130344D,6)

call SetPlayerTechResearchedSwap($52303030,2,Player(PLAYER\_NEUTRAL\_AGGRESSIVE))

call SetPlayerHandicap(Player(9),2.)

call SetPlayerHandicap(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),2.)

set udg\_caca1=60.00

else

endif

if GetClickedButtonBJ()==udg\_duihuakuanganniu[2] then

set udg\_i\_level=3

set udg\_ind=90.

set udg\_ND=80

set udg\_Cvsha = 90

set udg\_ZFX=udg\_ZFX1[2]

call MultiboardDisplay(udg\_dmb, true)

call SetPlayerTechResearchedSwap($52303030,1,Player(9))

call SetUnitAbilityLevel(gg\_unit\_o00A\_0019,$41303453,6)

call SetUnitAbilityLevel(gg\_unit\_o00A\_0019,$4130344D,6)

call SetPlayerTechResearchedSwap($52303030,2,Player(PLAYER\_NEUTRAL\_AGGRESSIVE))

call SetPlayerHandicap(Player(9),3.)

call SetPlayerHandicap(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),3.)

call DisplayTimedTextToForce(GetPlayersAll(),30,"主机选择了N2普通难度")

set udg\_caca1=65.00

else

endif

if GetClickedButtonBJ()==udg\_duihuakuanganniu[3] then

set udg\_i\_level=3

set udg\_ind=90.

set udg\_ND=80

set udg\_Cvsha = 90

set udg\_ZFX=udg\_ZFX1[3]

call MultiboardDisplay(udg\_dmb, true)

call SetPlayerHandicap(Player(9),3.5)

call SetPlayerHandicap(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),3.5)

call SetUnitAbilityLevel(gg\_unit\_o00A\_0019,$41303453,5)

call SetUnitAbilityLevel(gg\_unit\_o00A\_0019,$4130344D,5)

call SetPlayerTechResearchedSwap($52303030,2,Player(9))

call SetPlayerTechResearchedSwap($52303030,2,Player(PLAYER\_NEUTRAL\_AGGRESSIVE))

call DisplayTimedTextToForce(GetPlayersAll(),30,"主机选择了N3中级难度")

set udg\_caca1=70.00

else

endif

if GetClickedButtonBJ()==udg\_duihuakuanganniu[4] then

set udg\_i\_level=4

set udg\_ind=92.

set udg\_ND=60

set udg\_Cvsha = 85

set udg\_ZFX=udg\_ZFX1[4]

call MultiboardDisplay(udg\_dmb, true)

call SetPlayerTechResearchedSwap($52303030,3,Player(9))

call SetPlayerTechResearchedSwap($52303030,3,Player(PLAYER\_NEUTRAL\_AGGRESSIVE))

call SetUnitAbilityLevel(gg\_unit\_o00A\_0019,$41303453,4)

call SetUnitAbilityLevel(gg\_unit\_o00A\_0019,$4130344D,4)

call SetPlayerHandicap(Player(9),4.)

call SetPlayerHandicap(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),4.)

call DisplayTimedTextToForce(GetPlayersAll(),30,"主机选择了N4高级难度")

set udg\_caca1=80.00

else

endif

if GetClickedButtonBJ()==udg\_duihuakuanganniu[5] then

set udg\_i\_level=5

set udg\_ind=89.

set udg\_ND=40

set udg\_Cvsha = 80

set udg\_ZFX=udg\_ZFX1[5]

call MultiboardDisplay(udg\_dmb, true)

call SetPlayerTechResearchedSwap($52303030,4,Player(9))

call SetPlayerHandicap(Player(9),6.)

call SetUnitAbilityLevel(gg\_unit\_o00A\_0019,$41303453,3)

call SetUnitAbilityLevel(gg\_unit\_o00A\_0019,$4130344D,3)

call SetPlayerHandicap(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),6.)

call SetPlayerTechResearchedSwap($52303030,4,Player(PLAYER\_NEUTRAL\_AGGRESSIVE))

call DisplayTimedTextToForce(GetPlayersAll(),30,"主机选择了N5神级难度。")

set udg\_caca1=120.00

call ShowUnit( udg\_uu123[1], true )

call ShowUnit( udg\_uu123[2], true )

else

endif

if GetClickedButtonBJ()==udg\_duihuakuanganniu[6] then

set udg\_i\_level=6

set udg\_ind=85.

set udg\_ND=20

set udg\_Cvsha = 75

set udg\_ZFX=udg\_ZFX1[6]

call MultiboardDisplay(udg\_dmb, true)

call SetPlayerTechResearchedSwap($52303030,5,Player(9))

call SetUnitAbilityLevel(gg\_unit\_o00A\_0019,$41303453,2)

call SetUnitAbilityLevel(gg\_unit\_o00A\_0019,$4130344D,2)

call SetPlayerHandicap(Player(9),8.)

call SetPlayerHandicap(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),8.)

call SetPlayerTechResearchedSwap($52303030,5,Player(PLAYER\_NEUTRAL\_AGGRESSIVE))

call DisplayTimedTextToForce(GetPlayersAll(),30,"主机选择了N6圣级难度")

call ShowUnit( udg\_uu123[1], true )

call ShowUnit( udg\_uu123[2], true )

set udg\_caca1=170.00

else

endif

if GetClickedButtonBJ()==udg\_duihuakuanganniu[7] then

set udg\_i\_level=7

set udg\_ind=82.

set udg\_ND=10

set udg\_Cvsha = 70

set udg\_ZFX=udg\_ZFX1[7]

call MultiboardDisplay(udg\_dmb, true)

call SetPlayerTechResearchedSwap($52303030,6,Player(9))

call SetUnitAbilityLevel(gg\_unit\_o00A\_0019,$41303453,1)

call SetUnitAbilityLevel(gg\_unit\_o00A\_0019,$4130344D,1)

call SetPlayerHandicap(Player(9),10.)

call SetPlayerHandicap(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),10.)

call SetPlayerTechResearchedSwap($52303030,6,Player(PLAYER\_NEUTRAL\_AGGRESSIVE))

call DisplayTimedTextToForce(GetPlayersAll(),30,"主机选择了N7最终至圣难度。")

set udg\_caca1=193.00

call ShowUnit( udg\_uu123[1], true )

call ShowUnit( udg\_uu123[2], true )

else

endif

call FogEnable(false)

call StartTimerBJ(udg\_JSQ,false,180.)

//call StartTimerBJ(udg\_JSQ,false,2.)

call CreateTimerDialogBJ(GetLastCreatedTimerBJ(),"距离"+(I2S(udg\_i\_number+1)+"/30 波怪物"))

set udg\_JSQCK=GetLastCreatedTimerDialogBJ()

call SetUnitAbilityLevel(gg\_unit\_o003\_0015,$41303453,udg\_i\_level)

call SetUnitAbilityLevel(gg\_unit\_o003\_0015,$4130344C,udg\_i\_level)

call SetUnitAbilityLevel(gg\_unit\_O03D\_0035,$4130344C,udg\_i\_level)

call SetUnitAbilityLevel(gg\_unit\_o003\_0015,$4130344D,udg\_i\_level)

call SetUnitAbilityLevel(gg\_unit\_O03D\_0035,$4130344D,udg\_i\_level)

call FogMaskEnableOff()

call TriggerExecute(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_27893243)

call TriggerExecute(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_boss45545)

call TriggerExecute(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_bossnit)

call EnableTrigger(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_219343)

call AddPlayerTechResearched(Player(8),$526F7262,1)

//call DisplayTimedTextToForce(GetPlayersAll(),30,"|cFF33CC00喜欢本图有经济能力的可以在平台商城购买礼包支持一下作者|r")

call DisplayTimedTextToForce(GetPlayersAll(),30,"|cffffff00EX版可选全部英雄，难三以上可领取至尊礼包与VIP专属武器|r")

call DisplayTimedTextToForce(GetPlayersAll(),30,"|cffffff00EX版可在地图左上角选择全部55位英雄|r")

call DisplayTimedTextToForce(GetPlayersAll(),30,"|cffffff00EX版本训练场数量翻倍，进攻怪数量翻三倍，进攻怪属性奖励翻五倍|r")

call DisplayTimedTextToForce(GetPlayersAll(),30,"|cffffff00EX版本 杀怪任务每难度高一级 所需杀怪数量减5个 最高减30个|r")

call DisplayTimedTextToForce(GetPlayersAll(),30,( "|cff00ffff玩家可在聊天框输入 |r|cffffff00重选英雄 |r|cff00ffff可重新选择英雄，每局每名玩家有|r|cffffff00两|r|cff00ffff次机会|r" ))

//call UnitAddAbility(gg\_unit\_o007\_0013, 'AIrc')

//set udg\_i\_number=29

call DisableTrigger(GetTriggeringTrigger())

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_32148954 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_32148954=CreateTrigger()

call DoNothing()

call TriggerRegisterDialogEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_32148954,udg\_duihuakuang)

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_32148954,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_32148954Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_1Func006T takes nothing returns nothing

call SaveInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820,LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820)+1)

set udg\_dian[26]=GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_01)

set udg\_dian[27]=GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_02)

set udg\_dian[28]=GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_33)

call CreateNUnitsAtLoc(1,udg\_itemids\_shuxing[udg\_i\_number],Player(9),udg\_dian[26],bj\_UNIT\_FACING)

call CreateNUnitsAtLoc(1,udg\_itemids\_shuxing[udg\_i\_number],Player(9),udg\_dian[28],bj\_UNIT\_FACING)

call CreateNUnitsAtLoc(1,udg\_itemids\_shuxing[udg\_i\_number],Player(9),udg\_dian[27],bj\_UNIT\_FACING)

call RemoveLocation(udg\_dian[26])

call RemoveLocation(udg\_dian[27])

call RemoveLocation(udg\_dian[28])

if LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820)>=30 then

call FlushChildHashtable(YDLOC,GetHandleId(GetExpiredTimer()))

call DestroyTimer(GetExpiredTimer())

call StartTimerBJ(udg\_JSQ,false,udg\_ind)

call CreateTimerDialogBJ(GetLastCreatedTimerBJ(),"距离"+(I2S(udg\_i\_number+1)+"/30波怪物"))

set udg\_JSQCK=GetLastCreatedTimerDialogBJ()

else

call DoNothing()

endif

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_1Func007Func005A takes nothing returns nothing

call PauseUnit(GetEnumUnit(),false)

call SetUnitInvulnerable(GetEnumUnit(),false)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_1Actions takes nothing returns nothing

local timer ydl\_timer

local group ydl\_group

local unit ydl\_unit

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call DestroyTimerDialog(udg\_JSQCK)

set udg\_i\_number=udg\_i\_number+1

call DisplayTextToForce(GetPlayersAll(),I2S(udg\_i\_number+1)+"/30波怪物")

if udg\_i\_number==5 then

call CreateNUnitsAtLoc(udg\_i\_level\*5,$4F303035,Player(9),GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_00),bj\_UNIT\_FACING)

else

if udg\_i\_number==10 then

call CreateNUnitsAtLoc(udg\_i\_level\*5,$4F303332,Player(9),GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_00),bj\_UNIT\_FACING)

else

if udg\_i\_number==15 then

call CreateNUnitsAtLoc(udg\_i\_level\*5,$4F303333,Player(9),GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_00),bj\_UNIT\_FACING)

else

if udg\_i\_number==20 then

call CreateNUnitsAtLoc(udg\_i\_level\*5,$4F303334,Player(9),GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_00),bj\_UNIT\_FACING)

else

if udg\_i\_number==25 then

call CreateNUnitsAtLoc(udg\_i\_level\*5,$4F303331,Player(9),GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_00),bj\_UNIT\_FACING)

else

if udg\_i\_number==30 then

call CreateNUnitsAtLoc(udg\_i\_level\*6,$4F303335,Player(9),GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_00),bj\_UNIT\_FACING)

else

endif

endif

endif

endif

endif

endif

set ydl\_timer=CreateTimer()

call SaveInteger(YDLOC,GetHandleId(ydl\_timer),$25DAB820,0)

call TimerStart(ydl\_timer,1.,true,function Trig\_\_\_\_\_\_\_\_\_\_\_1Func006T)

if udg\_i\_number>=30 then

call DestroyTimerDialog(LoadTimerDialogHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$9190B26C))

call DisplayTimedTextToForce(GetPlayersAll(),0.,"邪恶堡垒的大门已经打开了，大家快去打爆邪恶堡垒吧！打爆邪恶堡垒将取得胜利。")

call SetDestructableInvulnerable(gg\_dest\_YTcx\_0000,false)

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E,YDWEGetUnitsInRectOfPlayerNull(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_u,Player(9)))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E),function Trig\_\_\_\_\_\_\_\_\_\_\_1Func007Func005A)

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E))

else

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_timer=null

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_1 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_1=CreateTrigger()

call DoNothing()

call TriggerRegisterTimerExpireEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_1,udg\_JSQ)

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_1,function Trig\_\_\_\_\_\_\_\_\_\_\_1Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_55Conditions takes nothing returns boolean

return GetUnitTypeId(GetTriggerUnit())==$6E633431 or GetUnitTypeId(GetTriggerUnit())==$6E633433 or GetUnitTypeId(GetTriggerUnit())==$6E633331 or GetUnitTypeId(GetTriggerUnit())==$6E633333 or GetUnitTypeId(GetTriggerUnit())==$6E633731 or GetUnitTypeId(GetTriggerUnit())==$6E633733 or GetUnitTypeId(GetTriggerUnit())==$6E633633 or GetUnitTypeId(GetTriggerUnit())==$6E633631 or GetUnitTypeId(GetTriggerUnit())==$6E633531 or GetUnitTypeId(GetTriggerUnit())==$6E633533 or GetUnitTypeId(GetTriggerUnit())==$6E633232 or GetUnitTypeId(GetTriggerUnit())==$6E633230 or GetUnitTypeId(GetTriggerUnit())==$6E633432 or GetUnitTypeId(GetTriggerUnit())==$6E633430 or GetUnitTypeId(GetTriggerUnit())==$6E633330 or GetUnitTypeId(GetTriggerUnit())==$6E633332 or GetUnitTypeId(GetTriggerUnit())==$6E633130 or GetUnitTypeId(GetTriggerUnit())==$6E633132 or GetUnitTypeId(GetTriggerUnit())==$6E633530 or GetUnitTypeId(GetTriggerUnit())==$6E633532 or GetUnitTypeId(GetTriggerUnit())==$6E633630 or GetUnitTypeId(GetTriggerUnit())==$6E633632 and GetOwningPlayer(GetTriggerUnit())==Player(PLAYER\_NEUTRAL\_AGGRESSIVE)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_55Actions takes nothing returns nothing

if GetOwningPlayer(GetKillingUnit())==Player(0) then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),GetUnitTypeId(GetTriggerUnit()),GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c10),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c10)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c10),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c10)),GetRandomDirectionDeg())

else

endif

if GetOwningPlayer(GetKillingUnit())==Player(1) then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),GetUnitTypeId(GetTriggerUnit()),GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c11),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c11)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c11),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c11)),GetRandomDirectionDeg())

else

endif

if GetOwningPlayer(GetKillingUnit())==Player(2) then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),GetUnitTypeId(GetTriggerUnit()),GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c12),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c12)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c12),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c12)),GetRandomDirectionDeg())

else

endif

if GetOwningPlayer(GetKillingUnit())==Player(3) then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),GetUnitTypeId(GetTriggerUnit()),GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c13),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c13)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c13),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c13)),GetRandomDirectionDeg())

else

endif

if GetOwningPlayer(GetKillingUnit())==Player(4) then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),GetUnitTypeId(GetTriggerUnit()),GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c20),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c20)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c20),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c20)),GetRandomDirectionDeg())

else

endif

if GetOwningPlayer(GetKillingUnit())==Player(5) then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),GetUnitTypeId(GetTriggerUnit()),GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c21),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c21)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c21),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c21)),GetRandomDirectionDeg())

else

endif

if GetOwningPlayer(GetKillingUnit())==Player(6) then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),GetUnitTypeId(GetTriggerUnit()),GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c22),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c22)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c22),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c22)),GetRandomDirectionDeg())

else

endif

if GetOwningPlayer(GetKillingUnit())==Player(7) then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),GetUnitTypeId(GetTriggerUnit()),GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c23),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c23)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c23),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c23)),GetRandomDirectionDeg())

else

endif

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_55 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_55=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_55,EVENT\_PLAYER\_UNIT\_DEATH)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_55,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_55Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_55,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_55Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_002Func001003002 takes nothing returns boolean

return GetOwningPlayer(GetFilterUnit())==Player(9)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_002Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E,YDWEGetUnitsInRectMatchingNull(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_u,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_002Func001003002)))

if CountUnitsInGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E))>=1400 then

call DisplayTextToForce(GetPlayersAll(),"怪物数量达到120，所有敌人就会获得流弊的武器")

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E))

else

endif

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E))

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_002 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_002=CreateTrigger()

call DoNothing()

call YDWETriggerRegisterEnterRectSimpleNull(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_002,gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_u)

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_002,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_002Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_219343Conditions takes nothing returns boolean

return GetOwningPlayer(GetTriggerUnit())==Player(9) and GetUnitTypeId(GetTriggerUnit())!=$4F303035

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_219343Func010003002 takes nothing returns boolean

return GetOwningPlayer(GetFilterUnit())==Player(9)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_219343Func011Func002003002 takes nothing returns boolean

return GetOwningPlayer(GetFilterUnit())==Player(9)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_219343Func011Func003A takes nothing returns nothing

if GetUnitAbilityLevel(GetEnumUnit(),$41613830)==0 then

call DisplayTextToForce(GetPlayersAll(),"怪物数量达到120，所有敌人获得流弊的武器")

call UnitAddAbility(GetEnumUnit(),$41633830)

call UnitAddAbility(GetEnumUnit(),$41613830)

else

endif

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_219343Actions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

set udg\_ZX=GetRandomInt(0,udg\_i\_level+udg\_i\_level+udg\_i\_level)

call SetHeroLevelBJ(GetTriggerUnit(),udg\_i\_level,false)

call IssuePointOrder(GetTriggerUnit(),"attack",0,0)

if GetUnitTypeId(GetTriggerUnit())==$4F303035 or GetUnitTypeId(GetTriggerUnit())==$4F303332 or GetUnitTypeId(GetTriggerUnit())==$4F303333 or GetUnitTypeId(GetTriggerUnit())==$4F303334 or GetUnitTypeId(GetTriggerUnit())==$4F303331 or GetUnitTypeId(GetTriggerUnit())==$4F303335 then

if ((udg\_i\_level < 7)) then

call SetHeroLevelBJ( GetTriggerUnit(), ( GetHeroLevel(GetTriggerUnit()) + ( udg\_i\_level + 1 ) ), false )

else

call SetHeroLevelBJ(GetTriggerUnit(),GetHeroLevel(GetTriggerUnit())+udg\_i\_level,false)

endif

if GetUnitTypeId(GetTriggerUnit())==$4F303335 then

call UnitAddAbility( GetTriggerUnit(), 'Ac73' )

else

endif

else

endif

call UnitAddItemByIdSwapped(udg\_itemids\_weapon[udg\_i\_number+1],GetTriggerUnit())

call UnitAddItemByIdSwapped(udg\_itemids\_chest[udg\_i\_number+1],GetTriggerUnit())

call UnitAddItemByIdSwapped(udg\_itemids\_ring[udg\_i\_number+1],GetTriggerUnit())

call UnitAddItemByIdSwapped(udg\_itemids\_nt[udg\_i\_number],GetTriggerUnit())

call UnitAddAbility(GetTriggerUnit(),udg\_JN[udg\_ZX])

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E,YDWEGetUnitsInRectMatchingNull(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_u,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_219343Func010003002)))

if CountUnitsInGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E))>=1400 then

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E))

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E,YDWEGetUnitsInRectMatchingNull(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_u,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_219343Func011Func002003002)))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E),function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_219343Func011Func003A)

else

endif

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E))

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_219343 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_219343=CreateTrigger()

call DisableTrigger(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_219343)

call DoNothing()

call YDWETriggerRegisterEnterRectSimpleNull(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_219343,gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_u)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_219343,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_219343Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_219343,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_219343Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_27893243Func003A takes nothing returns nothing

if IsPlayerAlly(GetEnumPlayer(),Player(0))==true and GetPlayerController(GetEnumPlayer())!=MAP\_CONTROL\_COMPUTER and GetPlayerSlotState(GetEnumPlayer())==PLAYER\_SLOT\_STATE\_PLAYING then

//call CreateUnit(GetEnumPlayer(),$6F303030,I2R(128\*GetConvertedPlayerId(GetEnumPlayer())-576),-384.,bj\_UNIT\_FACING)

set udg\_u\_BMX[GetConvertedPlayerId(GetEnumPlayer())] = CreateUnit(GetEnumPlayer(), $6F303030, ( I2R(( 128 \* GetConvertedPlayerId(GetEnumPlayer()) )) - 576.00 ), -384.00, bj\_UNIT\_FACING)

//set udg\_u\_BMX[GetConvertedPlayerId(GetEnumPlayer())] = bj\_lastCreatedUnit

set udg\_u\_BB[GetConvertedPlayerId(GetEnumPlayer())]=CreateUnit(GetEnumPlayer(),$65303032,I2R(128\*GetConvertedPlayerId(GetEnumPlayer())-576),-640.,bj\_UNIT\_FACING)

call SetUnitPositionLoc(udg\_u\_BB[GetConvertedPlayerId(GetEnumPlayer())],GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_W1))

call EnableTrigger(gg\_trg\_libaoyingx1\_\_\_\_\_\_\_u)

else

endif

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_27893243Actions takes nothing returns nothing

call SetDestructableInvulnerable(gg\_dest\_YTcx\_0000,true)

call SetUnitInvulnerable(gg\_unit\_o003\_0015,true)

call ForForce(bj\_FORCE\_ALL\_PLAYERS,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_27893243Func003A)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_27893243 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_27893243=CreateTrigger()

call DoNothing()

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_27893243,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_27893243Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_13234Conditions takes nothing returns boolean

return GetUnitLifePercent(gg\_unit\_o007\_0013)<=20.

endfunction

function Trig\_\_\_\_\_\_\_\_13234Actions takes nothing returns nothing

call DisplayTextToForce(GetPlayersAll(), ( ( "|cffffff00基地血量低于20%无敌| |cff00ffff" ) + ( I2S(R2I(udg\_caca1)) ) + ( " |r|cffffff00秒（难度越高无敌时间越长）|r" ) ))

call SetUnitInvulnerable(gg\_unit\_o007\_0013,true)

call SetUnitLifePercentBJ(gg\_unit\_o007\_0013,100)

call StartTimerBJ(udg\_dabian1, false, udg\_caca1)

set udg\_dabian1CK=CreateTimerDialog(udg\_dabian1)

call TimerDialogDisplay(udg\_dabian1CK, true)

call TimerDialogSetTitle(udg\_dabian1CK, ( "|cff00ffff基地无敌时间|r" ))

call TriggerSleepAction(udg\_caca1)

call SetUnitInvulnerable(gg\_unit\_o007\_0013,false)

call DisplayTextToForce(GetPlayersAll(),"无敌时间已到")

//set udg\_dabian1CK = CreateTimerDialog(udg\_dabian1)

//call StartTimerBJ( udg\_dabian1, false, udg\_caca1 )

//call TimerDialogDisplay( udg\_dabian1CK, true )

call DisableTrigger(GetTriggeringTrigger())

call DestroyTrigger(GetTriggeringTrigger())

endfunction

function InitTrig\_\_\_\_\_\_\_\_13234 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_13234=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_13234,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_13234,Condition(function Trig\_\_\_\_\_\_\_\_13234Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_13234,function Trig\_\_\_\_\_\_\_\_13234Actions)

endfunction

function Trig\_libao1Actions takes nothing returns nothing

call DisplayTimedTextToForce(GetPlayersAll(),30,"加QQ群 144342648 可以免费领取礼包

礼包内容

等级奖励

金币奖励

宝石奖励")

call DisplayTimedTextToForce(GetPlayersAll(),30,"攻速太慢试试专属武器 专属武器加攻击速度")

endfunction

function InitTrig\_libao1 takes nothing returns nothing

set gg\_trg\_libao1=CreateTrigger()

call DoNothing()

call TriggerRegisterTimerEventPeriodic(gg\_trg\_libao1,120.)

call TriggerAddAction(gg\_trg\_libao1,function Trig\_libao1Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1329874Conditions takes nothing returns boolean

return GetUnitTypeId(GetTriggerUnit())==$6F303030 or GetUnitTypeId(GetTriggerUnit())==$6F30304C

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1329874Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,GetTrainedUnitType())

call RemoveUnit(GetTriggerUnit())

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1329874 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1329874=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1329874,EVENT\_PLAYER\_UNIT\_TRAIN\_START)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1329874,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1329874Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1329874,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1329874Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_8793789Func001003002 takes nothing returns boolean

return IsUnitAlly(GetFilterUnit(),Player(0))==true and IsUnitType(GetFilterUnit(),UNIT\_TYPE\_HERO)==true

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_8793789Func002Func002003002 takes nothing returns boolean

return GetOwningPlayer(GetFilterUnit())==Player(9)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_8793789Func002Func003A takes nothing returns nothing

call IssuePointOrder(GetEnumUnit(),"patrol",0,0)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_8793789Actions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E,YDWEGetUnitsInRectMatchingNull(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_u,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_8793789Func001003002)))

if CountUnitsInGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E))<=1 then

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E))

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E,YDWEGetUnitsInRectMatchingNull(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_u,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_8793789Func002Func002003002)))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E),function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_8793789Func002Func003A)

else

endif

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E))

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_8793789 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_8793789=CreateTrigger()

call DoNothing()

call YDWETriggerRegisterLeaveRectSimpleNull(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_8793789,gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_u)

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_8793789,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_8793789Actions)

endfunction

function Trig\_\_\_\_\_\_\_01Conditions takes nothing returns boolean

return GetItemTypeId(GetManipulatedItem())==$49303236

endfunction

function Trig\_\_\_\_\_\_\_01Func005A takes nothing returns nothing

call PauseUnit(GetEnumUnit(),false)

call SetUnitInvulnerable(GetEnumUnit(),false)

if IsUnitType(GetEnumUnit(),UNIT\_TYPE\_HERO)==true then

call SetUnitPositionLoc(GetEnumUnit(),GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_00))

call IssuePointOrder(GetEnumUnit(),"attack",0,0)

call UnitAddAbility( GetEnumUnit(), 'Ac73' )

else

endif

endfunction

function Trig\_\_\_\_\_\_\_01Actions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call RemoveItem(GetManipulatedItem())

call SetDestructableInvulnerable(gg\_dest\_YTcx\_0000,false)

call SetUnitInvulnerable(gg\_unit\_o003\_0015,false)

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E,YDWEGetUnitsOfPlayerAndTypeIdNull(Player(9),$4F303035))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E),function Trig\_\_\_\_\_\_\_01Func005A)

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E))

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_\_\_\_\_\_\_01 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_01=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_01,EVENT\_PLAYER\_UNIT\_PICKUP\_ITEM)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_01,Condition(function Trig\_\_\_\_\_\_\_01Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_01,function Trig\_\_\_\_\_\_\_01Actions)

endfunction

function Trig\_ShowIcon1Conditions takes nothing returns boolean

return GetPlayerController(GetOwningPlayer(GetOrderedUnit()))==MAP\_CONTROL\_USER

endfunction

function Trig\_ShowIcon1Actions takes nothing returns nothing

set udg\_point=GetOrderPointLoc()

if GetIssuedOrderIdBJ()==String2OrderIdBJ("move") then

//call IssuePointOrderLoc(GetOrderedUnit(),"attack",udg\_point)

else

if GetIssuedOrderIdBJ()==String2OrderIdBJ("patrol") then

//call IssuePointOrderLoc(GetOrderedUnit(),"move",udg\_point)

else

endif

endif

call RemoveLocation(udg\_point)

endfunction

function InitTrig\_ShowIcon1 takes nothing returns nothing

set gg\_trg\_ShowIcon1=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_ShowIcon1,EVENT\_PLAYER\_UNIT\_ISSUED\_POINT\_ORDER)

call TriggerAddCondition(gg\_trg\_ShowIcon1,Condition(function Trig\_ShowIcon1Conditions))

call TriggerAddAction(gg\_trg\_ShowIcon1,function Trig\_ShowIcon1Actions)

endfunction

function Trig\_ShowIcon2Conditions takes nothing returns boolean

return GetPlayerController(GetOwningPlayer(GetOrderedUnit()))==MAP\_CONTROL\_USER and IsPlayerAlly(GetOwningPlayer(GetOrderedUnit()),GetOwningPlayer(GetOrderTargetUnit()))==true

endfunction

function Trig\_ShowIcon2Actions takes nothing returns nothing

set udg\_point=GetUnitLoc(GetOrderTargetUnit())

call IssuePointOrderLoc(GetOrderedUnit(),"smart",udg\_point)

call RemoveLocation(udg\_point)

endfunction

function InitTrig\_ShowIcon2 takes nothing returns nothing

set gg\_trg\_ShowIcon2=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_ShowIcon2,EVENT\_PLAYER\_UNIT\_ISSUED\_TARGET\_ORDER)

call TriggerAddCondition(gg\_trg\_ShowIcon2,Condition(function Trig\_ShowIcon2Conditions))

call TriggerAddAction(gg\_trg\_ShowIcon2,function Trig\_ShowIcon2Actions)

endfunction

function Trig\_jianandu2Conditions takes nothing returns boolean

return GetItemTypeId(GetManipulatedItem())==$49303330

endfunction

function Trig\_jianandu2Actions takes nothing returns nothing

if udg\_ind<600. then

set udg\_ind=udg\_ind+5.

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetOwningPlayer(GetManipulatingUnit()))+"当前出怪时间为"+(I2S(R2I(udg\_ind))+"秒"))

else

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetOwningPlayer(GetManipulatingUnit()))+"出怪时间加快"+"出怪时间最高为600秒")

endif

endfunction

function InitTrig\_jianandu2 takes nothing returns nothing

set gg\_trg\_jianandu2=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_jianandu2,EVENT\_PLAYER\_UNIT\_PICKUP\_ITEM)

call TriggerAddCondition(gg\_trg\_jianandu2,Condition(function Trig\_jianandu2Conditions))

call TriggerAddAction(gg\_trg\_jianandu2,function Trig\_jianandu2Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006Conditions takes nothing returns boolean

return GetUnitTypeId(GetTriggerUnit())==$4F303343 or GetUnitTypeId(GetTriggerUnit())==$4F303130 or GetUnitTypeId(GetTriggerUnit())==$4F303047

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006Actions takes nothing returns nothing

call RemoveUnit(GetTriggerUnit())

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006,EVENT\_PLAYER\_UNIT\_DEATH)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006\_\_\_\_\_\_\_uConditions takes nothing returns boolean

return GetOwningPlayer(GetTriggerUnit())==Player(9) or GetOwningPlayer(GetTriggerUnit())==Player(PLAYER\_NEUTRAL\_AGGRESSIVE)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006\_\_\_\_\_\_\_uActions takes nothing returns nothing

call RemoveUnit(GetTriggerUnit())

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006\_\_\_\_\_\_\_u takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006\_\_\_\_\_\_\_u=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006\_\_\_\_\_\_\_u,EVENT\_PLAYER\_UNIT\_DEATH)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006\_\_\_\_\_\_\_u,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006\_\_\_\_\_\_\_uConditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006\_\_\_\_\_\_\_u,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006\_\_\_\_\_\_\_uActions)

endfunction

function Trig\_jianandu1Conditions takes nothing returns boolean

return GetItemTypeId(GetManipulatedItem())==$4930325A

endfunction

function Trig\_jianandu1Actions takes nothing returns nothing

if udg\_ind>=21. then

set udg\_ind=udg\_ind-5.

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetOwningPlayer(GetManipulatingUnit()))+"当前出怪时间为"+(I2S(R2I(udg\_ind))+"秒"))

else

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetOwningPlayer(GetManipulatingUnit()))+"出怪时间加快"+"出怪时间最低为20秒")

endif

endfunction

function InitTrig\_jianandu1 takes nothing returns nothing

set gg\_trg\_jianandu1=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_jianandu1,EVENT\_PLAYER\_UNIT\_PICKUP\_ITEM)

call TriggerAddCondition(gg\_trg\_jianandu1,Condition(function Trig\_jianandu1Conditions))

call TriggerAddAction(gg\_trg\_jianandu1,function Trig\_jianandu1Actions)

endfunction

function Trig\_\_\_\_\_\_\_239847155Conditions takes nothing returns boolean

return GetItemTypeId(GetManipulatedItem())==$49303235 and GetUnitAbilityLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))],$41303542)<=0

endfunction

function Trig\_\_\_\_\_\_\_239847155Func005T takes nothing returns nothing

call SetUnitX(LoadUnitHandle(YDHT,GetHandleId(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)),$AFC40A99),GetUnitX(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)))

call SetUnitY(LoadUnitHandle(YDHT,GetHandleId(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)),$AFC40A99),GetUnitY(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)))

call SetUnitFacing(LoadUnitHandle(YDHT,GetHandleId(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)),$AFC40A99),GetUnitFacing(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)))

endfunction

function Trig\_\_\_\_\_\_\_239847155Actions takes nothing returns nothing

local timer ydl\_timer

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call UnitAddAbility(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))],$41303542)

call YDWEFlyEnable(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call SetUnitFlyHeight(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))],120.,400.)

call SaveUnitHandle(YDHT,GetHandleId(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]),$AFC40A99,CreateUnit(GetOwningPlayer(GetTriggerUnit()),$68706878,GetUnitX(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]),GetUnitY(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]),GetUnitFacing(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])))

set ydl\_timer=CreateTimer()

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$C303079D,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call TimerStart(ydl\_timer,.01,true,function Trig\_\_\_\_\_\_\_239847155Func005T)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_timer=null

endfunction

function InitTrig\_\_\_\_\_\_\_239847155 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_239847155=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_239847155,EVENT\_PLAYER\_UNIT\_PICKUP\_ITEM)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_239847155,Condition(function Trig\_\_\_\_\_\_\_239847155Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_239847155,function Trig\_\_\_\_\_\_\_239847155Actions)

endfunction

function Trig\_\_\_\_\_\_\_2398471599Conditions takes nothing returns boolean

return GetItemTypeId(GetManipulatedItem())==$49303238 and GetUnitAbilityLevel(GetTriggerUnit(),$41303542)<=0 and GetPlayerName(GetOwningPlayer(GetTriggerUnit()))=="倩er" or GetPlayerName(GetOwningPlayer(GetTriggerUnit()))=="雪舞冰霜" or GetPlayerName(GetOwningPlayer(GetTriggerUnit()))=="唯我灬随缘" or GetPlayerName(GetOwningPlayer(GetTriggerUnit()))=="小莫000"

endfunction

function Trig\_\_\_\_\_\_\_2398471599Func005T takes nothing returns nothing

call SetUnitX(LoadUnitHandle(YDHT,GetHandleId(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)),$AFC40A99),GetUnitX(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)))

call SetUnitY(LoadUnitHandle(YDHT,GetHandleId(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)),$AFC40A99),GetUnitY(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)))

call SetUnitFacing(LoadUnitHandle(YDHT,GetHandleId(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)),$AFC40A99),GetUnitFacing(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)))

endfunction

function Trig\_\_\_\_\_\_\_2398471599Actions takes nothing returns nothing

local timer ydl\_timer

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call UnitAddAbility(GetTriggerUnit(),$41303542)

call YDWEFlyEnable(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call SetUnitFlyHeight(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))],120.,400.)

call SaveUnitHandle(YDHT,GetHandleId(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]),$AFC40A99,CreateUnit(GetOwningPlayer(GetTriggerUnit()),$6E303031,GetUnitX(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]),GetUnitY(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]),GetUnitFacing(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])))

set ydl\_timer=CreateTimer()

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$C303079D,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call TimerStart(ydl\_timer,.01,true,function Trig\_\_\_\_\_\_\_2398471599Func005T)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_timer=null

endfunction

function InitTrig\_\_\_\_\_\_\_2398471599 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_2398471599=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_2398471599,EVENT\_PLAYER\_UNIT\_PICKUP\_ITEM)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_2398471599,Condition(function Trig\_\_\_\_\_\_\_2398471599Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_2398471599,function Trig\_\_\_\_\_\_\_2398471599Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_4627554Conditions takes nothing returns boolean

return GetOwningPlayer(GetTriggerUnit())==Player(PLAYER\_NEUTRAL\_AGGRESSIVE)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_4627554Func001Func001Func003A takes nothing returns nothing

call SetHeroLevelBJ(GetEnumUnit(),10000,false)

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetEnumUnit(),bj\_MODIFYMETHOD\_SET,$42C1D80)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetEnumUnit(),bj\_MODIFYMETHOD\_SET,$42C1D80)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetEnumUnit(),bj\_MODIFYMETHOD\_SET,$42C1D80)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_4627554Func001Func001T takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

call CreateUnitAtLoc(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$4F303045,GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_1),0)

call SaveGroupHandle(YDLOC,GetHandleId(GetExpiredTimer()),$6E0F9DF4,YDWEGetUnitsOfPlayerAndTypeIdNull(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$4F303045))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetExpiredTimer()),$6E0F9DF4),function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_4627554Func001Func001Func003A)

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetExpiredTimer()),$6E0F9DF4))

set ydl\_group=null

set ydl\_unit=null

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_4627554Func002Func001Func003A takes nothing returns nothing

call SetHeroLevelBJ(GetEnumUnit(),10000,false)

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetEnumUnit(),bj\_MODIFYMETHOD\_SET,$42C1D80)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetEnumUnit(),bj\_MODIFYMETHOD\_SET,$42C1D80)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetEnumUnit(),bj\_MODIFYMETHOD\_SET,$42C1D80)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_4627554Func002Func001T takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

call CreateUnitAtLoc(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$4F303044,GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_2),0)

call SaveGroupHandle(YDLOC,GetHandleId(GetExpiredTimer()),$2FD0C579,YDWEGetUnitsOfPlayerAndTypeIdNull(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$4F303044))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetExpiredTimer()),$2FD0C579),function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_4627554Func002Func001Func003A)

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetExpiredTimer()),$2FD0C579))

set ydl\_group=null

set ydl\_unit=null

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_4627554Actions takes nothing returns nothing

local timer ydl\_timer

if GetUnitTypeId(GetTriggerUnit())==$4F303045 then

set ydl\_timer=CreateTimer()

call SaveGroupHandle(YDLOC,GetHandleId(ydl\_timer),$6E0F9DF4,LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7),$6E0F9DF4))

call TimerStart(ydl\_timer,20.,false,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_4627554Func001Func001T)

else

endif

if GetUnitTypeId(GetTriggerUnit())==$4F303044 then

set ydl\_timer=CreateTimer()

call SaveGroupHandle(YDLOC,GetHandleId(ydl\_timer),$2FD0C579,LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7),$2FD0C579))

call TimerStart(ydl\_timer,20.,false,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_4627554Func002Func001T)

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E633730 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E633730,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c70),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c70)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c70),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c70)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6F303346 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303346,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c31),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c31)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c31),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c31)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6F303347 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303347,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c33),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c33)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c33),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c33)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E633732 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E633732,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c72),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c72)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c72),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c72)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E633830 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E633830,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c80),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c80)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c80),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c80)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643130 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643130,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d10),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d10)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d10),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d10)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643131 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643131,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d11),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d11)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d11),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d11)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643132 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643132,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d12),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d12)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d12),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d12)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643133 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643133,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d13),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d13)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d13),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d13)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643230 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643230,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d20),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d20)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d20),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d20)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643231 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643231,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d21),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d21)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d21),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d21)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643232 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643232,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d22),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d22)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d22),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d22)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643233 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643233,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d23),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d23)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d23),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d23)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643330 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643330,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d30),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d30)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d30),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d30)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643331 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643331,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d31),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d31)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d31),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d31)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643332 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643332,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d32),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d32)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d32),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d32)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643333 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643333,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d33),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d33)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d33),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d33)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643430 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643430,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d40),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d40)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d40),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d40)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643431 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643431,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d41),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d41)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d41),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d41)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643432 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643432,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d42),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d42)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d42),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d42)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643433 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643433,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d43),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d43)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d43),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d43)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643530 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643530,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d50),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d50)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d50),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d50)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643531 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643531,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d51),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d51)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d51),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d51)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643532 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643532,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d52),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d52)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d52),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d52)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643533 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643533,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d53),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d53)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d53),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d53)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643630 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643630,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d60),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d60)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d60),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d60)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643631 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643631,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d61),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d61)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d61),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d61)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643632 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643632,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d62),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d62)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d62),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d62)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643633 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643633,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d63),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d63)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d63),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d63)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643730 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643730,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d70),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d70)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d70),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d70)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643731 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643731,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d71),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d71)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d71),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d71)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643732 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643732,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d72),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d72)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d72),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d72)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643733 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643733,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d73),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d73)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d73),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d73)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643830 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E643830,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d80),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d80)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d80),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_d80)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E653130 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E653130,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e20),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e20)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e20),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e20)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E653230 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E653230,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e30),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e30)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e30),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e30)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E653330 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E653330,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e40),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e40)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e40),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e40)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E653430 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E653430,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e50),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e50)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e50),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e50)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E653530 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E653530,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e60),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e60)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e60),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e60)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E653630 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E653630,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e70),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e70)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e70),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e70)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E653830 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E653830,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e80),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e80)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e80),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_e80)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6F303049 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303049,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_088),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_088)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_088),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_088)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6F303048 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303048,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_u),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_u)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_u),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_u)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6F303144 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303144,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_3),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_3)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_3),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_3)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6F303143 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303143,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_2),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_2)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_2),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_2)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6F303142 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303142,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_7),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_7)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_7),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_7)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6F303141 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303141,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_6),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_6)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_6),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_6)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6F303137 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303137,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_1),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_1)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_1),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_1)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6F303139 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303139,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_4),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_4)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_4),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_4)),GetRandomDirectionDeg())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6F303138 then

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6F303138,GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_5),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_5)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_5),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_5)),GetRandomDirectionDeg())

else

endif

set ydl\_timer=null

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_4627554 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_4627554=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_4627554,EVENT\_PLAYER\_UNIT\_DEATH)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_4627554,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_4627554Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_4627554,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_4627554Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3247684Conditions takes nothing returns boolean

return GetOwningPlayer(GetTriggerUnit())==Player(PLAYER\_NEUTRAL\_AGGRESSIVE) and GetRandomInt(1,10000)<=2000

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3247684Actions takes nothing returns nothing

if GetUnitTypeId(GetTriggerUnit())==$6E643130 then

call CreateItem($49733130,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643131 then

call CreateItem($49733131,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643132 then

call CreateItem($49733132,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643133 then

call CreateItem($49733133,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643230 then

call CreateItem($49733230,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643231 then

call CreateItem($49733231,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643232 then

call CreateItem($49733232,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643233 then

call CreateItem($49733233,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643330 then

call CreateItem($49733330,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643331 then

call CreateItem($49733331,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643332 then

call CreateItem($49733332,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643333 then

call CreateItem($49733333,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643430 then

call CreateItem($49733430,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643431 then

call CreateItem($49733431,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643432 then

call CreateItem($49733432,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643433 then

call CreateItem($49733433,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643530 then

call CreateItem($49733530,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643531 then

call CreateItem($49733531,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643532 then

call CreateItem($49733532,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643533 then

call CreateItem($49733533,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643630 then

call CreateItem($49733630,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643631 then

call CreateItem($49733631,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643632 then

call CreateItem($49733632,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643633 then

call CreateItem($49733633,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643730 then

call CreateItem($49733730,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643731 then

call CreateItem($49733731,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643732 then

call CreateItem($49733732,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643733 then

call CreateItem($49733733,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E643830 then

call CreateItem($49733830,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3247684 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3247684=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3247684,EVENT\_PLAYER\_UNIT\_DEATH)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3247684,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3247684Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3247684,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3247684Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_324768Conditions takes nothing returns boolean

return GetOwningPlayer(GetTriggerUnit())==Player(PLAYER\_NEUTRAL\_AGGRESSIVE) and GetRandomInt(1,10000)<=1500

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_324768Actions takes nothing returns nothing

if GetUnitTypeId(GetTriggerUnit())==$6F303137 then

call CreateItem($49303248,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6F303143 then

call CreateItem($49303249,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6F303144 then

call CreateItem($4930324F,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6F303139 then

call CreateItem($49303250,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6F303138 then

call CreateItem($49303251,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6F303141 then

call CreateItem($49303252,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6F303142 then

call CreateItem($49303244,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_324768 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_324768=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_324768,EVENT\_PLAYER\_UNIT\_DEATH)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_324768,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_324768Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_324768,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_324768Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Conditions takes nothing returns boolean

return GetOwningPlayer(GetTriggerUnit())==Player(PLAYER\_NEUTRAL\_AGGRESSIVE)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Func001Func001T takes nothing returns nothing

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$148BDCC0),GetRandomReal(GetRectMinX(LoadRectHandle(YDLOC,GetHandleId(GetExpiredTimer()),$CB40942E)),GetRectMaxX(LoadRectHandle(YDLOC,GetHandleId(GetExpiredTimer()),$CB40942E))),GetRandomReal(GetRectMinY(LoadRectHandle(YDLOC,GetHandleId(GetExpiredTimer()),$CB40942E)),GetRectMaxY(LoadRectHandle(YDLOC,GetHandleId(GetExpiredTimer()),$CB40942E))),GetRandomDirectionDeg())

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Func002Func001T takes nothing returns nothing

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E773630,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w64),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w64),225.)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Func003Func001T takes nothing returns nothing

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E773631,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w65),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w65),bj\_UNIT\_FACING)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Func004Func001T takes nothing returns nothing

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E773632,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w66),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w66),bj\_UNIT\_FACING)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Func005Func001T takes nothing returns nothing

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E773633,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w67),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w67),bj\_UNIT\_FACING)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Func006Func001T takes nothing returns nothing

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E773730,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w74),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w74),225.)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Func007Func001T takes nothing returns nothing

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E773731,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w75),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w75),bj\_UNIT\_FACING)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Func008Func001T takes nothing returns nothing

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E773732,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w76),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w76),bj\_UNIT\_FACING)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Func009Func001T takes nothing returns nothing

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E773733,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w77),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w77),bj\_UNIT\_FACING)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Func010Func001T takes nothing returns nothing

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),$6E773830,GetRectCenterX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w84),GetRectCenterY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_w84),225.)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Actions takes nothing returns nothing

local timer ydl\_timer

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

if GetUnitTypeId(GetTriggerUnit())==$6F30334D then

set ydl\_timer=CreateTimer()

call SaveInteger(YDLOC,GetHandleId(ydl\_timer),$148BDCC0,$6F30334D)

call SaveRectHandle(YDLOC,GetHandleId(ydl\_timer),$CB40942E,gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c43)

call TimerStart(ydl\_timer,1.,false,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Func001Func001T)

if GetRandomInt(1,100)<=1 then

call CreateItemLoc($49303337,GetUnitLoc(GetDyingUnit()))

else

endif

if GetRandomInt(1,100)<=1 then

call CreateItemLoc($49303339,GetUnitLoc(GetDyingUnit()))

else

endif

if GetRandomInt(1,100)<=1 then

call CreateItemLoc($49303338,GetUnitLoc(GetDyingUnit()))

else

endif

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E773630 then

set ydl\_timer=CreateTimer()

call TimerStart(ydl\_timer,10.,false,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Func002Func001T)

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E773631 then

set ydl\_timer=CreateTimer()

call TimerStart(ydl\_timer,10.,false,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Func003Func001T)

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E773632 then

set ydl\_timer=CreateTimer()

call TimerStart(ydl\_timer,10.,false,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Func004Func001T)

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E773633 then

set ydl\_timer=CreateTimer()

call TimerStart(ydl\_timer,10.,false,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Func005Func001T)

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E773730 then

set ydl\_timer=CreateTimer()

call TimerStart(ydl\_timer,10.,false,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Func006Func001T)

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E773731 then

set ydl\_timer=CreateTimer()

call TimerStart(ydl\_timer,10.,false,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Func007Func001T)

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E773732 then

set ydl\_timer=CreateTimer()

call TimerStart(ydl\_timer,10.,false,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Func008Func001T)

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E773733 then

set ydl\_timer=CreateTimer()

call TimerStart(ydl\_timer,10.,false,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Func009Func001T)

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E773830 then

set ydl\_timer=CreateTimer()

call TimerStart(ydl\_timer,10.,false,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Func010Func001T)

else

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_timer=null

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725,EVENT\_PLAYER\_UNIT\_DEATH)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294786Conditions takes nothing returns boolean

return GetOwningPlayer(GetTriggerUnit())==Player(PLAYER\_NEUTRAL\_AGGRESSIVE) and GetRandomInt(1,10000)<=3000

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294786Actions takes nothing returns nothing

if GetUnitTypeId(GetTriggerUnit())==$6E773630 then

call CreateItem($496D3630,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E773631 then

call CreateItem($496E3631,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E773632 then

call CreateItem($496E3632,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E773633 then

call CreateItem($496E3633,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E773730 then

call CreateItem($496E3730,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E773731 then

call CreateItem($496E3731,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E773732 then

call CreateItem($496E3732,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E773733 then

call CreateItem($496E3733,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E773830 then

call CreateItem($496E3830,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$4F303044 then

call CreateItem($49303131,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

call RemoveUnit(GetTriggerUnit())

else

endif

if GetUnitTypeId(GetTriggerUnit())==$4F303045 then

call CreateItem($49303130,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

call RemoveUnit(GetTriggerUnit())

else

endif

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294786 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294786=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294786,EVENT\_PLAYER\_UNIT\_DEATH)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294786,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294786Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294786,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294786Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294788Conditions takes nothing returns boolean

return IsUnitType(GetKillingUnit(),UNIT\_TYPE\_HERO)==true and GetOwningPlayer(GetTriggerUnit())==Player(PLAYER\_NEUTRAL\_AGGRESSIVE)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294788Actions takes nothing returns nothing

if GetUnitTypeId(GetTriggerUnit())==$6F303049 and GetUnitAbilityLevel(GetKillingUnit(),$4130315A)>=1 and GetUnitAbilityLevel(GetKillingUnit(),$41303232)==0 and GetRandomInt(1,1000)<=25 then

call CreateItem($49303138,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6F303048 and GetUnitAbilityLevel(GetKillingUnit(),$41303231)==0 and GetUnitAbilityLevel(GetKillingUnit(),$4130315A)==0 and GetRandomInt(1,1000)<=25 then

call CreateItem($49303139,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6F303048 and GetUnitAbilityLevel(GetKillingUnit(),$41303230)==0 and GetUnitAbilityLevel(GetKillingUnit(),$4130315A)==0 and GetRandomInt(1,1000)<=25 then

call CreateItem($49303135,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6F303048 and GetUnitAbilityLevel(GetKillingUnit(),$41303230)>=1 and GetUnitAbilityLevel(GetKillingUnit(),$41303230)==0 and GetUnitAbilityLevel(GetKillingUnit(),$4130315A)==0 and GetRandomInt(1,1000)<=25 then

call CreateItem($49303136,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitAbilityLevel(GetKillingUnit(),$41303230)==0 and GetUnitAbilityLevel(GetKillingUnit(),$4130315A)>=1 and GetUnitTypeId(GetTriggerUnit())==$6F303049 and GetRandomInt(1,1000)<=25 then

call CreateItem($49303134,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

if GetUnitAbilityLevel(GetKillingUnit(),$41303230)>=1 and GetUnitAbilityLevel(GetKillingUnit(),$4130315A)>=1 and GetUnitTypeId(GetTriggerUnit())==$6F303049 and GetRandomInt(1,1000)<=25 then

call CreateItem($49303137,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()))

else

endif

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294788 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294788=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294788,EVENT\_PLAYER\_UNIT\_DEATH)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294788,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294788Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294788,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294788Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_005Conditions takes nothing returns boolean

return GetOwningPlayer(GetEnteringUnit())!=Player(PLAYER\_NEUTRAL\_AGGRESSIVE) and GetUnitAbilityLevel(GetEnteringUnit(),$4130315A)<1

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_005Actions takes nothing returns nothing

call SetUnitPosition(GetEnteringUnit(),GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_W1)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_\_\_\_W1)))

call DisplayTextToPlayer(GetOwningPlayer(GetEnteringUnit()),.2,.75,"非VIP玩家禁止进入")

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_005 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_005=CreateTrigger()

call DoNothing()

call YDWETriggerRegisterEnterRectSimpleNull(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_005,gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_088)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_005,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_005Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_005,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_005Actions)

endfunction

function Trig\_wanjia1Conditions takes nothing returns boolean

return GetItemTypeId(GetManipulatedItem())==$49303056 and IsUnitType(GetManipulatingUnit(),UNIT\_TYPE\_HERO)==true

endfunction

function Trig\_wanjia1Actions takes nothing returns nothing

call SetUnitPositionLoc(GetManipulatingUnit(),GetRectCenter(udg\_di[GetConvertedPlayerId(GetOwningPlayer(GetManipulatingUnit()))]))

endfunction

function InitTrig\_wanjia1 takes nothing returns nothing

set gg\_trg\_wanjia1=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_wanjia1,EVENT\_PLAYER\_UNIT\_PICKUP\_ITEM)

call TriggerAddCondition(gg\_trg\_wanjia1,Condition(function Trig\_wanjia1Conditions))

call TriggerAddAction(gg\_trg\_wanjia1,function Trig\_wanjia1Actions)

endfunction

function Trig\_\_\_\_\_\_\_9743664Conditions takes nothing returns boolean

return GetKillingUnit()==udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))] and IsUnitAlly(GetKillingUnit(),Player(0))==true and IsUnitType(GetKillingUnit(),UNIT\_TYPE\_HERO)==true and GetOwningPlayer(GetTriggerUnit())==Player(PLAYER\_NEUTRAL\_AGGRESSIVE) and GetUnitTypeId(GetTriggerUnit())==$6E653130 or GetUnitTypeId(GetTriggerUnit())==$6E653230 or GetUnitTypeId(GetTriggerUnit())==$6E653330 or GetUnitTypeId(GetTriggerUnit())==$6E653430 or GetUnitTypeId(GetTriggerUnit())==$6E653530 or GetUnitTypeId(GetTriggerUnit())==$6E653630 or GetUnitTypeId(GetTriggerUnit())==$6E653830 and udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]<8

endfunction

function Trig\_\_\_\_\_\_\_9743664Actions takes nothing returns nothing

if GetUnitTypeId(GetTriggerUnit())==$6E653130 then

set udg\_zhuanshengxishu[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_zhuanshengxishu[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+1

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E653230 then

set udg\_zhuanshengxishu[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_zhuanshengxishu[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+10

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E653330 then

set udg\_zhuanshengxishu[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_zhuanshengxishu[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+100

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E653430 then

set udg\_zhuanshengxishu[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_zhuanshengxishu[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+1000

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E653530 then

set udg\_zhuanshengxishu[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_zhuanshengxishu[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+10000

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E653630 then

set udg\_zhuanshengxishu[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_zhuanshengxishu[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+100000

else

endif

if GetUnitTypeId(GetTriggerUnit())==$6E653830 then

set udg\_zhuanshengxishu[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_zhuanshengxishu[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+$F4240

else

endif

if udg\_zhuanshengxishu[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]>=R2I(Pow(10.,I2R(udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+1))) then

set udg\_zhuanshengxishu[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_zhuanshengxishu[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]-R2I(Pow(10.,I2R(udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+1)))

call DisplayTimedTextToForce(GetPlayersAll(),10.,"恭喜玩家"+YDWEGetPlayerColorString(GetOwningPlayer(GetKillingUnit()),GetPlayerName(GetOwningPlayer(GetKillingUnit())))+("完成第"+(I2S(udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])+"次转生！")))

call ModifyHeroStat(bj\_HEROSTAT\_STR,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,R2I(Pow(2.,I2R(udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])))\*(25\*GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])))

call ModifyHeroStat(bj\_HEROSTAT\_AGI,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,R2I(Pow(2.,I2R(udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])))\*(25\*GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])))

call ModifyHeroStat(bj\_HEROSTAT\_INT,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,R2I(Pow(2.,I2R(udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])))\*(25\*GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])))

set bj\_forLoopAIndex=1

set bj\_forLoopAIndexEnd=8

loop

exitwhen bj\_forLoopAIndex>bj\_forLoopAIndexEnd

if udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]==bj\_forLoopAIndex then

call UnitRemoveAbility(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],udg\_a\_Glow[bj\_forLoopAIndex])

call UnitAddAbility(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],udg\_a\_Glow[bj\_forLoopAIndex+1])

else

endif

set bj\_forLoopAIndex=bj\_forLoopAIndex+1

endloop

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+1

else

call DisplayTimedTextToPlayer(GetOwningPlayer(GetKillingUnit()),0,0,10.,"当前转生系数："+I2S(udg\_zhuanshengxishu[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])+("/"+I2S(R2I(Pow(10.,I2R(udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+1))))))

endif

endfunction

function InitTrig\_\_\_\_\_\_\_9743664 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_9743664=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_9743664,EVENT\_PLAYER\_UNIT\_DEATH)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_9743664,Condition(function Trig\_\_\_\_\_\_\_9743664Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_9743664,function Trig\_\_\_\_\_\_\_9743664Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_110Actions takes nothing returns nothing

call YDWENewItemsFormula($49303248,4,$63686573,0,$63686573,0,$63686573,0,$63686573,0,$63686573,0,$49303247)

call YDWENewItemsFormula($49303249,2,$49303247,1,$63686573,0,$63686573,0,$63686573,0,$63686573,0,$4930324A)

call YDWENewItemsFormula($4930324F,2,$4930324A,1,$63686573,0,$63686573,0,$63686573,0,$63686573,0,$4930324D)

call YDWENewItemsFormula($49303250,2,$4930324D,1,$63686573,0,$63686573,0,$63686573,0,$63686573,0,$4930324B)

call YDWENewItemsFormula($49303251,2,$4930324B,1,$63686573,0,$63686573,0,$63686573,0,$63686573,0,$4930324E)

call YDWENewItemsFormula($49303252,2,$4930324E,1,$63686573,0,$63686573,0,$63686573,0,$63686573,0,$4930324C)

call YDWENewItemsFormula($49303244,2,$4930324C,1,$63686573,0,$63686573,0,$63686573,0,$63686573,0,$49303246)

call YDWENewItemsFormula($49303249,2,$49303253,1,$63686573,0,$63686573,0,$63686573,0,$63686573,0,$49303254)

call YDWENewItemsFormula($4930324F,2,$49303254,1,$63686573,0,$63686573,0,$63686573,0,$63686573,0,$49303255)

call YDWENewItemsFormula($49303250,2,$49303255,1,$63686573,0,$63686573,0,$63686573,0,$63686573,0,$49303256)

call YDWENewItemsFormula($49303251,2,$49303256,1,$63686573,0,$63686573,0,$63686573,0,$63686573,0,$49303257)

call YDWENewItemsFormula($49303252,2,$49303257,1,$63686573,0,$63686573,0,$63686573,0,$63686573,0,$49303258)

call YDWENewItemsFormula($49303244,2,$49303258,1,$63686573,0,$63686573,0,$63686573,0,$63686573,0,$49303259)

call YDWENewItemsFormula($49303338,3,$49303258,0,$63686573,0,$63686573,0,$63686573,0,$63686573,0,$49303334)

call YDWENewItemsFormula($49303339,3,$49303258,0,$63686573,0,$63686573,0,$63686573,0,$63686573,0,$49303335)

call YDWENewItemsFormula($49303337,3,$49303258,0,$63686573,0,$63686573,0,$63686573,0,$63686573,0,$49303333)

call YDWENewItemsFormula($49303333,1,$49303334,1,$49303335,1,$63686573,0,$63686573,0,$63686573,0,$49303336)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_110 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_110=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_110,EVENT\_PLAYER\_UNIT\_PICKUP\_ITEM)

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_110,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_110Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_10Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733130

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_10Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733130))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,22)

if GetItemTypeId(GetSpellTargetItem())==$49773030 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773130,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723030 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723130,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633030 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633130,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$4930304B then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303030,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_10 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_10=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_10,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_10,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_10Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_10,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_10Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_11Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733131

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_11Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733131))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,40)

if GetItemTypeId(GetSpellTargetItem())==$49773130 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773131,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633130 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633131,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303030 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303031,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723130 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723131,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_11 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_11=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_11,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_11,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_11Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_11,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_11Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_12Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733132

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_12Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733132))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,70)

if GetItemTypeId(GetSpellTargetItem())==$49773131 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773132,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633131 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633132,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303031 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303032,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723131 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723132,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_12 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_12=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_12,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_12,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_12Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_12,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_12Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_13Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733133

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_13Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733133))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,120)

if GetItemTypeId(GetSpellTargetItem())==$49773132 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773133,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633132 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633133,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723132 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723133,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303032 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303033,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_13 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_13=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_13,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_13,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_13Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_13,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_13Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_20Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733230

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_20Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733230))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,220)

if GetItemTypeId(GetSpellTargetItem())==$49773133 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773230,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633133 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633230,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723133 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723230,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303033 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303034,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_20 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_20=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_20,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_20,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_20Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_20,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_20Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_21Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733231

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_21Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733231))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,400)

if GetItemTypeId(GetSpellTargetItem())==$49773230 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773231,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633230 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633231,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723230 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723231,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303034 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303035,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_21 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_21=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_21,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_21,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_21Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_21,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_21Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_22Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733232

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_22Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733232))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,700)

if GetItemTypeId(GetSpellTargetItem())==$49773231 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773232,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633231 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633232,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723231 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723232,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303035 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303036,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_22 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_22=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_22,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_22,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_22Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_22,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_22Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_23Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733233

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_23Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733233))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,1200)

if GetItemTypeId(GetSpellTargetItem())==$49773232 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773233,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633232 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633233,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723232 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723233,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303036 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303037,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_23 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_23=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_23,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_23,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_23Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_23,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_23Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_30Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733330

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_30Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733330))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,2200)

if GetItemTypeId(GetSpellTargetItem())==$49773233 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773330,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633233 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633330,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723233 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723330,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303037 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303038,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_30 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_30=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_30,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_30,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_30Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_30,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_30Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_31Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733331

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_31Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733331))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,4000)

if GetItemTypeId(GetSpellTargetItem())==$49773330 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773331,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633330 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633331,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723330 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723331,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303038 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303039,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_31 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_31=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_31,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_31,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_31Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_31,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_31Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_32Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733332

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_32Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733332))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,7000)

if GetItemTypeId(GetSpellTargetItem())==$49773331 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773332,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633331 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633332,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723331 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723332,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303039 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303041,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_32 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_32=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_32,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_32,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_32Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_32,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_32Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_33Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733333

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_33Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733333))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,12000)

if GetItemTypeId(GetSpellTargetItem())==$49773332 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773333,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633332 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633333,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723332 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723333,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303041 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303042,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_33 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_33=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_33,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_33,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_33Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_33,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_33Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_40Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733430

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_40Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733430))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,22000)

if GetItemTypeId(GetSpellTargetItem())==$49773333 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773430,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633333 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633430,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723333 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723430,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303042 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303043,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_40 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_40=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_40,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_40,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_40Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_40,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_40Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_41Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733431

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_41Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733431))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,40000)

if GetItemTypeId(GetSpellTargetItem())==$49773430 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773431,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633430 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633431,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723430 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723431,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303043 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303044,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_41 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_41=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_41,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_41,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_41Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_41,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_41Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_42Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733432

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_42Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733432))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,70000)

if GetItemTypeId(GetSpellTargetItem())==$49773431 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773432,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633431 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633432,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723431 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723432,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303044 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303045,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_42 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_42=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_42,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_42,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_42Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_42,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_42Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_43Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733433

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_43Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733433))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,120000)

if GetItemTypeId(GetSpellTargetItem())==$49773432 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773433,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633432 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633433,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723432 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723433,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303045 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303046,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"黄金不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_43 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_43=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_43,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_43,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_43Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_43,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_43Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_50Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733530

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_50Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733530))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,22)

if GetItemTypeId(GetSpellTargetItem())==$49773433 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773530,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633433 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633530,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723433 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723530,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303046 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303047,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_50 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_50=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_50,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_50,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_50Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_50,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_50Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_51Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733531

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_51Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733531))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,40)

if GetItemTypeId(GetSpellTargetItem())==$49773530 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773531,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633530 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633531,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723530 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723531,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303047 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303048,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_51 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_51=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_51,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_51,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_51Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_51,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_51Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_52Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733532

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_52Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733532))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,70)

if GetItemTypeId(GetSpellTargetItem())==$49773531 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773532,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303048 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303049,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633531 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633532,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723531 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723532,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_52 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_52=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_52,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_52,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_52Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_52,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_52Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_53Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733533

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_53Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733533))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,120)

if GetItemTypeId(GetSpellTargetItem())==$49773532 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773533,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303049 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($4930304A,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633532 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633533,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723532 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723533,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_53 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_53=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_53,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_53,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_53Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_53,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_53Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_60Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733630

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_60Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733630))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,220)

if GetItemTypeId(GetSpellTargetItem())==$49773533 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773630,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633533 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633630,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723533 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723630,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$4930304A then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303054,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_60 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_60=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_60,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_60,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_60Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_60,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_60Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_61Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733631

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_61Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733631))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,400)

if GetItemTypeId(GetSpellTargetItem())==$49773630 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773631,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633630 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633631,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723630 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723631,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303054 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303051,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$496D3630 then

if YDWEUnitHasItemOfTypeBJNull(GetTriggerUnit(),$496E3631)==true then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call RemoveItem(YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$496E3631))

call UnitAddItemByIdSwapped($496D3631,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"材料不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_61 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_61=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_61,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_61,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_61Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_61,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_61Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_62Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733632

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_62Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733632))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,700)

if GetItemTypeId(GetSpellTargetItem())==$49773631 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773632,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633631 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633632,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723631 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723632,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303051 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303055,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$496D3631 then

if YDWEUnitHasItemOfTypeBJNull(GetTriggerUnit(),$496E3632)==true then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call RemoveItem(YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$496E3632))

call UnitAddItemByIdSwapped($496D3632,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"材料不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_62 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_62=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_62,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_62,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_62Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_62,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_62Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_63Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733633

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_63Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733633))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,1200)

if GetItemTypeId(GetSpellTargetItem())==$49773632 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773633,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633632 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633633,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723632 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723633,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303055 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303053,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$496D3632 then

if YDWEUnitHasItemOfTypeBJNull(GetTriggerUnit(),$496E3633)==true then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call RemoveItem(YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$496E3633))

call UnitAddItemByIdSwapped($496D3633,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"材料不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_63 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_63=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_63,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_63,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_63Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_63,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_63Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_70Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733730

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_70Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733730))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,2200)

if GetItemTypeId(GetSpellTargetItem())==$49773633 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773730,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633633 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633730,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723633 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723730,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49303053 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($4930304C,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$496D3633 then

if YDWEUnitHasItemOfTypeBJNull(GetTriggerUnit(),$496E3730)==true then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call RemoveItem(YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$496E3730))

call UnitAddItemByIdSwapped($496D3730,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"材料不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_70 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_70=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_70,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_70,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_70Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_70,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_70Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_71Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733731

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_71Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733731))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,4000)

if GetItemTypeId(GetSpellTargetItem())==$49773730 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773731,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633730 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633731,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723730 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723731,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$4930304C then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($4930304D,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$496D3730 then

if YDWEUnitHasItemOfTypeBJNull(GetTriggerUnit(),$496E3731)==true then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call RemoveItem(YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$496E3731))

call UnitAddItemByIdSwapped($496D3731,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"材料不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_71 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_71=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_71,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_71,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_71Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_71,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_71Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_72Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733732

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_72Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733732))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,7000)

if GetItemTypeId(GetSpellTargetItem())==$49773731 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773732,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633731 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633732,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723731 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723732,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$4930304D then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($4930304E,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$496D3731 then

if YDWEUnitHasItemOfTypeBJNull(GetTriggerUnit(),$496E3732)==true then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call RemoveItem(YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$496E3732))

call UnitAddItemByIdSwapped($496D3732,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"材料不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_72 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_72=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_72,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_72,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_72Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_72,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_72Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_73Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733733

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_73Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733733))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,12000)

if GetItemTypeId(GetSpellTargetItem())==$49773732 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773733,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633732 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633733,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723732 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723733,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$4930304E then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($4930304F,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$496D3732 then

if YDWEUnitHasItemOfTypeBJNull(GetTriggerUnit(),$496E3733)==true then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call RemoveItem(YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$496E3733))

call UnitAddItemByIdSwapped($496D3733,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"材料不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_73 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_73=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_73,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_73,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_73Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_73,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_73Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_80Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41733830

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_80Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49733830))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,22000)

if GetItemTypeId(GetSpellTargetItem())==$49773733 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49773830,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49633733 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49633830,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$49723733 then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49723830,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$4930304F then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call UnitAddItemByIdSwapped($49303050,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

if GetItemTypeId(GetSpellTargetItem())==$496D3733 then

if YDWEUnitHasItemOfTypeBJNull(GetTriggerUnit(),$496E3830)==true then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call RemoveItem(YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$496E3830))

call UnitAddItemByIdSwapped($496D3830,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"材料不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

endif

endif

endif

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_80 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_80=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_80,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_80,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_80Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_80,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_80Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_81Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41303154

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_81Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49303130))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,66666)

if GetItemTypeId(GetSpellTargetItem())==$49723830 or GetItemTypeId(GetSpellTargetItem())==$49773830 then

if YDWEUnitHasItemOfTypeBJNull(GetTriggerUnit(),$49723830)==true or YDWEUnitHasItemOfTypeBJNull(GetTriggerUnit(),$49773830)==true then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call RemoveItem(YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49723830))

call RemoveItem(YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49773830))

call UnitAddItemByIdSwapped($4930305A,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"材料不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_81 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_81=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_81,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_81,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_81Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_81,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_81Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_82Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41303155

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_82Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332,YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49303131))

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820,66666)

if GetItemTypeId(GetSpellTargetItem())==$49303050 or GetItemTypeId(GetSpellTargetItem())==$49633830 then

if YDWEUnitHasItemOfTypeBJNull(GetTriggerUnit(),$49303050)==true or YDWEUnitHasItemOfTypeBJNull(GetTriggerUnit(),$49633830)==true then

if GetPlayerState(GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820) then

call AdjustPlayerStateBJ(-1\*LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$25DAB820),GetOwningPlayer(GetTriggerUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call RemoveItem(GetSpellTargetItem())

call RemoveItem(YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49633830))

call RemoveItem(YDWEGetItemOfTypeFromUnitBJNull(GetTriggerUnit(),$49303050))

call UnitAddItemByIdSwapped($49303059,GetTriggerUnit())

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"木头不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"材料不足！")

endif

else

call SetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332),GetItemCharges(LoadItemHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$1769D332))+1)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"无法强化该装备！")

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_82 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_82=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_82,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_82,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_82Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_82,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_82Actions)

endfunction

function Trig\_jinengshengjiActions takes nothing returns nothing

if GetItemTypeId(GetManipulatedItem())==$49303138 then

if GetPlayerState(GetTriggerPlayer(),PLAYER\_STATE\_RESOURCE\_LUMBER)>=50000 then

call RemoveItem(GetManipulatedItem())

call UnitAddAbility(GetManipulatingUnit(),$41303232)

else

call DisplayTextToPlayer(GetTriggerPlayer(),0,0,"木头不足")

endif

else

endif

if GetItemTypeId(GetManipulatedItem())==$49303139 then

if GetPlayerState(GetTriggerPlayer(),PLAYER\_STATE\_RESOURCE\_LUMBER)>=70000 then

call RemoveItem(GetManipulatedItem())

call UnitAddAbility(GetManipulatingUnit(),$41303232)

else

call DisplayTextToPlayer(GetTriggerPlayer(),0,0,"木头不足")

endif

else

endif

if GetItemTypeId(GetManipulatedItem())==$49303135 or GetItemTypeId(GetManipulatedItem())==$49303134 then

call RemoveItem(GetManipulatedItem())

call UnitAddAbility(GetManipulatingUnit(),$41303230)

else

endif

if GetItemTypeId(GetManipulatedItem())==$49303137 then

if GetUnitAbilityLevel(GetManipulatingUnit(),$41303230)<3 and GetPlayerState(GetOwningPlayer(GetManipulatingUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>10000 and GetUnitAbilityLevel(GetManipulatingUnit(),$4130315A)>=1 then

call RemoveItem(GetManipulatedItem())

call SetPlayerStateBJ(GetOwningPlayer(GetManipulatingUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER,GetPlayerState(GetOwningPlayer(GetManipulatingUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)-10000)

call IncUnitAbilityLevel(GetManipulatingUnit(),$41303230)

else

call DisplayTextToPlayer(GetOwningPlayer(GetManipulatingUnit()),0,0,"技能升级失败")

call UnitRemoveItemSwapped(GetManipulatedItem(),GetManipulatingUnit())

endif

else

endif

if GetItemTypeId(GetManipulatedItem())==$49303136 then

if GetUnitAbilityLevel(GetManipulatingUnit(),$41303230)<2 and GetPlayerState(GetOwningPlayer(GetManipulatingUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)>10000 and GetUnitAbilityLevel(GetManipulatingUnit(),$4130315A)<1 then

call RemoveItem(GetManipulatedItem())

call IncUnitAbilityLevel(GetManipulatingUnit(),$41303230)

call SetPlayerStateBJ(GetOwningPlayer(GetManipulatingUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER,GetPlayerState(GetOwningPlayer(GetManipulatingUnit()),PLAYER\_STATE\_RESOURCE\_LUMBER)-10000)

else

call UnitRemoveItemSwapped(GetManipulatedItem(),GetManipulatingUnit())

call DisplayTextToPlayer(GetOwningPlayer(GetManipulatingUnit()),0,0,"技能升级失败")

endif

else

endif

endfunction

function InitTrig\_jinengshengji takes nothing returns nothing

set gg\_trg\_jinengshengji=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_jinengshengji,EVENT\_PLAYER\_UNIT\_PICKUP\_ITEM)

call TriggerAddAction(gg\_trg\_jinengshengji,function Trig\_jinengshengjiActions)

endfunction

function Trig\_QLFunc003Func001002 takes nothing returns nothing

call RemoveItem(GetEnumItem())

endfunction

function Trig\_QLFunc003T takes nothing returns nothing

call EnumItemsInRectBJ(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_\_103,function Trig\_QLFunc003Func001002)

call FlushChildHashtable(YDLOC,GetHandleId(GetExpiredTimer()))

call DestroyTimer(GetExpiredTimer())

call EnableTrigger(LoadTriggerHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C8EDF03E))

endfunction

function Trig\_QLActions takes nothing returns nothing

local timer ydl\_timer

call DisableTrigger(GetTriggeringTrigger())

call DisplayTextToForce(GetPlayersAll(),"30秒后清除升级宝石")

set ydl\_timer=CreateTimer()

call SaveTriggerHandle(YDLOC,GetHandleId(ydl\_timer),$C8EDF03E,GetTriggeringTrigger())

call TimerStart(ydl\_timer,30.,false,function Trig\_QLFunc003T)

set ydl\_timer=null

endfunction

function InitTrig\_QL takes nothing returns nothing

set gg\_trg\_QL=CreateTrigger()

call DoNothing()

call TriggerRegisterPlayerChatEvent(gg\_trg\_QL,Player(0),"QL",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_QL,Player(1),"QL",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_QL,Player(2),"QL",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_QL,Player(3),"QL",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_QL,Player(4),"QL",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_QL,Player(5),"QL",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_QL,Player(6),"QL",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_QL,Player(7),"QL",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_QL,Player(8),"QL",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_QL,Player(9),"QL",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_QL,Player(10),"QL",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_QL,Player(11),"QL",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_QL,Player(12),"QL",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_QL,Player(13),"QL",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_QL,Player(14),"QL",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_QL,Player(15),"QL",true)

call TriggerAddAction(gg\_trg\_QL,function Trig\_QLActions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_546835Conditions takes nothing returns boolean

return GetItemTypeId(GetManipulatedItem())==$49663931 or GetItemTypeId(GetManipulatedItem())==$49663932 or GetItemTypeId(GetManipulatedItem())==$49663933 or GetItemTypeId(GetManipulatedItem())==$49663934 or GetItemTypeId(GetManipulatedItem())==$49663935 or GetItemTypeId(GetManipulatedItem())==$49663936 or GetItemTypeId(GetManipulatedItem())==$49663937 or GetItemTypeId(GetManipulatedItem())==$49663938

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_546835Actions takes nothing returns nothing

if GetItemTypeId(GetManipulatedItem())==$49663931 then

if udg\_renwubuerzhi[10+GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]==true then

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"你已经接受过该任务了，需完成后才能再次接受此任务！")

else

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"仅英雄杀敌有效

任务接受成功！")

set udg\_renwubuerzhi[10+GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=true

endif

else

endif

if GetItemTypeId(GetManipulatedItem())==$49663932 then

if udg\_renwubuerzhi[20+GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]==true then

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"你已经接受过该任务了，需完成后才能再次接受此任务！")

else

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"仅英雄杀敌有效

任务接受成功！")

set udg\_renwubuerzhi[20+GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=true

endif

else

endif

if GetItemTypeId(GetManipulatedItem())==$49663933 then

if udg\_renwubuerzhi[30+GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]==true then

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"你已经接受过该任务了，需完成后才能再次接受此任务！")

else

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"仅英雄杀敌有效

任务接受成功！")

set udg\_renwubuerzhi[30+GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=true

endif

else

endif

if GetItemTypeId(GetManipulatedItem())==$49663934 then

if udg\_renwubuerzhi[40+GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]==true then

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"你已经接受过该任务了，需完成后才能再次接受此任务！")

else

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"仅英雄杀敌有效

任务接受成功！")

set udg\_renwubuerzhi[40+GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=true

endif

else

endif

if GetItemTypeId(GetManipulatedItem())==$49663935 then

if udg\_renwubuerzhi[50+GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]==true then

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"你已经接受过该任务了，需完成后才能再次接受此任务！")

else

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"仅英雄杀敌有效

任务接受成功！")

set udg\_renwubuerzhi[50+GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=true

endif

else

endif

if GetItemTypeId(GetManipulatedItem())==$49663936 then

if udg\_renwubuerzhi[60+GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]==true then

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"你已经接受过该任务了，需完成后才能再次接受此任务！")

else

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"仅英雄杀敌有效

任务接受成功！")

set udg\_renwubuerzhi[60+GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=true

endif

else

endif

if GetItemTypeId(GetManipulatedItem())==$49663937 then

if udg\_renwubuerzhi[70+GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]==true then

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"你已经接受过该任务了，需完成后才能再次接受此任务！")

else

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"仅英雄杀敌有效

任务接受成功！")

set udg\_renwubuerzhi[70+GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=true

endif

else

endif

if GetItemTypeId(GetManipulatedItem())==$49663938 then

if udg\_renwubuerzhi[80+GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]==true then

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"你已经接受过该任务了，需完成后才能再次接受此任务！")

else

call DisplayTimedTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,10.,"仅英雄杀敌有效

任务接受成功！")

set udg\_renwubuerzhi[80+GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=true

endif

else

endif

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_546835 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_546835=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_546835,EVENT\_PLAYER\_UNIT\_PICKUP\_ITEM)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_546835,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_546835Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_546835,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_546835Actions)

endfunction

function Trig\_\_\_\_\_\_\_938278932Conditions takes nothing returns boolean

return GetOwningPlayer(GetTriggerUnit())==Player(PLAYER\_NEUTRAL\_AGGRESSIVE) and IsUnitType(GetKillingUnit(),UNIT\_TYPE\_HERO)==true

endfunction

function Trig\_\_\_\_\_\_\_938278932Actions takes nothing returns nothing

if udg\_renwubuerzhi[10+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]==true and SubString(GetUnitName(GetTriggerUnit()),4,10)=="808080" then

set udg\_i\_renwukills[10+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_i\_renwukills[10+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+1

if udg\_i\_renwukills[10+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]>=udg\_Cvsha then

set udg\_i\_renwukills[10+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=0

set udg\_renwubuerzhi[10+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=false

call ModifyHeroStat(bj\_HEROSTAT\_STR,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*3)

call ModifyHeroStat(bj\_HEROSTAT\_INT,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*3)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*3)

set udg\_shuxingjiacheng[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_shuxingjiacheng[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*(udg\_i\_Glo[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]+3)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetKillingUnit()),0,0,10.,"|cff808080[劣质]任务|r已完成，获得"+(I2S(GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*3)+"点的全属性"))

if GetUnitAbilityLevel(GetKillingUnit(),$4130315A)==1 then

call UnitAddItemByIdSwapped($49663931,GetKillingUnit())

else

call TriggerSleepAction(3.)

call UnitAddItemByIdSwapped($49663931,GetKillingUnit())

endif

else

call DisplayTimedTextToPlayer(GetOwningPlayer(GetKillingUnit()),0,0,5.,"|cff808080[劣质]任务|r完成进度："+(I2S(udg\_i\_renwukills[10+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])+"/")+I2S(udg\_Cvsha))

endif

else

endif

if udg\_renwubuerzhi[20+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]==true and SubString(GetUnitName(GetTriggerUnit()),4,10)=="ffffff" then

set udg\_i\_renwukills[20+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_i\_renwukills[20+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+1

if udg\_i\_renwukills[20+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]>=udg\_Cvsha then

set udg\_i\_renwukills[20+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=0

set udg\_renwubuerzhi[20+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=false

call ModifyHeroStat(bj\_HEROSTAT\_STR,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*6)

call ModifyHeroStat(bj\_HEROSTAT\_INT,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*6)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*6)

set udg\_shuxingjiacheng[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_shuxingjiacheng[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*(udg\_i\_Glo[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]+6)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetKillingUnit()),0,0,10.,"|cffffffff[普通]任务|r已完成，获得"+(I2S(GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*6)+"点的全属性"))

if GetUnitAbilityLevel(GetKillingUnit(),$4130315A)==1 then

call UnitAddItemByIdSwapped($49663932,GetKillingUnit())

else

call TriggerSleepAction(3.)

call UnitAddItemByIdSwapped($49663932,GetKillingUnit())

endif

else

call DisplayTimedTextToPlayer(GetOwningPlayer(GetKillingUnit()),0,0,5.,"|cffffffff[普通]任务|r完成进度："+(I2S(udg\_i\_renwukills[20+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])+"/")+I2S(udg\_Cvsha))

endif

else

endif

if udg\_renwubuerzhi[30+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]==true and SubString(GetUnitName(GetTriggerUnit()),4,10)=="00ff00" then

set udg\_i\_renwukills[30+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_i\_renwukills[30+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+1

if udg\_i\_renwukills[30+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]>=udg\_Cvsha then

set udg\_i\_renwukills[30+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=0

set udg\_renwubuerzhi[30+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=false

call ModifyHeroStat(bj\_HEROSTAT\_STR,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*12)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*12)

call ModifyHeroStat(bj\_HEROSTAT\_INT,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*12)

set udg\_shuxingjiacheng[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_shuxingjiacheng[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*(udg\_i\_Glo[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]+12)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetKillingUnit()),0,0,10.,"|cff00ff00[优秀]任务|r已完成，获得"+(I2S(GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*12)+"点的全属性"))

if GetUnitAbilityLevel(GetKillingUnit(),$4130315A)==1 then

call UnitAddItemByIdSwapped($49663933,GetKillingUnit())

else

call TriggerSleepAction(3.)

call UnitAddItemByIdSwapped($49663933,GetKillingUnit())

endif

else

call DisplayTimedTextToPlayer(GetOwningPlayer(GetKillingUnit()),0,0,5.,"|cff00ff00[优秀]任务|r完成进度："+(I2S(udg\_i\_renwukills[30+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])+"/")+I2S(udg\_Cvsha))

endif

else

endif

if udg\_renwubuerzhi[40+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]==true and SubString(GetUnitName(GetTriggerUnit()),4,10)=="0000ff" then

set udg\_i\_renwukills[40+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_i\_renwukills[40+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+1

if udg\_i\_renwukills[40+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]>=udg\_Cvsha then

set udg\_i\_renwukills[40+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=0

set udg\_renwubuerzhi[40+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=false

call ModifyHeroStat(bj\_HEROSTAT\_INT,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*24)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*24)

call ModifyHeroStat(bj\_HEROSTAT\_STR,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*24)

set udg\_shuxingjiacheng[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_shuxingjiacheng[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*(udg\_i\_Glo[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]+24)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetKillingUnit()),0,0,10.,"|cff0000ff[精良]任务|r已完成，获得"+(I2S(GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*24)+"点的全属性"))

if GetUnitAbilityLevel(GetKillingUnit(),$4130315A)==1 then

call UnitAddItemByIdSwapped($49663934,GetKillingUnit())

else

call TriggerSleepAction(3.)

call UnitAddItemByIdSwapped($49663934,GetKillingUnit())

endif

else

call DisplayTimedTextToPlayer(GetOwningPlayer(GetKillingUnit()),0,0,5.,"|cff0000ff[精良]任务|r完成进度："+(I2S(udg\_i\_renwukills[40+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])+"/")+I2S(udg\_Cvsha))

endif

else

endif

if udg\_renwubuerzhi[50+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]==true and SubString(GetUnitName(GetTriggerUnit()),4,10)=="ff00ff" then

set udg\_i\_renwukills[50+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_i\_renwukills[50+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+1

if udg\_i\_renwukills[50+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]>=udg\_Cvsha then

set udg\_i\_renwukills[50+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=0

set udg\_renwubuerzhi[50+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=false

call ModifyHeroStat(bj\_HEROSTAT\_AGI,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*48)

call ModifyHeroStat(bj\_HEROSTAT\_INT,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*48)

call ModifyHeroStat(bj\_HEROSTAT\_STR,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*48)

set udg\_shuxingjiacheng[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_shuxingjiacheng[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*(udg\_i\_Glo[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]+48)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetKillingUnit()),0,0,10.,"|cffff00ff[史诗]任务|r已完成，获得"+(I2S(GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*48)+"点的全属性"))

if GetUnitAbilityLevel(GetKillingUnit(),$4130315A)==1 then

call UnitAddItemByIdSwapped($49663935,GetKillingUnit())

else

call TriggerSleepAction(3.)

call UnitAddItemByIdSwapped($49663935,GetKillingUnit())

endif

else

call DisplayTimedTextToPlayer(GetOwningPlayer(GetKillingUnit()),0,0,5.,"|cffff00ff[史诗]任务|r完成进度："+(I2S(udg\_i\_renwukills[50+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])+"/")+I2S(udg\_Cvsha))

endif

else

endif

if udg\_renwubuerzhi[60+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]==true and SubString(GetUnitName(GetTriggerUnit()),4,10)=="ff8000" then

set udg\_i\_renwukills[60+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_i\_renwukills[60+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+1

if udg\_i\_renwukills[60+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]>=udg\_Cvsha then

set udg\_i\_renwukills[60+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=0

set udg\_renwubuerzhi[60+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=false

call ModifyHeroStat(bj\_HEROSTAT\_AGI,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*96)

call ModifyHeroStat(bj\_HEROSTAT\_INT,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*96)

call ModifyHeroStat(bj\_HEROSTAT\_STR,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*96)

set udg\_shuxingjiacheng[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_shuxingjiacheng[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*(udg\_i\_Glo[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]+96)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetKillingUnit()),0,0,10.,"|cffff8000[传说]任务|r已完成，获得"+(I2S(GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*96)+"点的全属性"))

if GetUnitAbilityLevel(GetKillingUnit(),$4130315A)==1 then

call UnitAddItemByIdSwapped($49663936,GetKillingUnit())

else

call TriggerSleepAction(3.)

call UnitAddItemByIdSwapped($49663936,GetKillingUnit())

endif

else

call DisplayTimedTextToPlayer(GetOwningPlayer(GetKillingUnit()),0,0,5.,"|cffff8000[传说]任务|r完成进度："+(I2S(udg\_i\_renwukills[60+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])+"/")+I2S(udg\_Cvsha))

endif

else

endif

if udg\_renwubuerzhi[70+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]==true and SubString(GetUnitName(GetTriggerUnit()),4,10)=="ff0000" then

set udg\_i\_renwukills[70+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_i\_renwukills[70+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+1

if udg\_i\_renwukills[70+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]>=udg\_Cvsha then

set udg\_i\_renwukills[70+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=0

set udg\_renwubuerzhi[70+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=false

call ModifyHeroStat(bj\_HEROSTAT\_AGI,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*182)

call ModifyHeroStat(bj\_HEROSTAT\_INT,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*182)

call ModifyHeroStat(bj\_HEROSTAT\_STR,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*182)

set udg\_shuxingjiacheng[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_shuxingjiacheng[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*(udg\_i\_Glo[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]+182)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetKillingUnit()),0,0,10.,"|cffff0000[灭世]任务|r已完成，获得"+(I2S(GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*182)+"点的全属性"))

if GetUnitAbilityLevel(GetKillingUnit(),$4130315A)==1 then

call UnitAddItemByIdSwapped($49663937,GetKillingUnit())

else

call TriggerSleepAction(3.)

call UnitAddItemByIdSwapped($49663937,GetKillingUnit())

endif

else

call DisplayTimedTextToPlayer(GetOwningPlayer(GetKillingUnit()),0,0,5.,"|cffff0000[灭世]任务|r完成进度："+(I2S(udg\_i\_renwukills[70+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])+"/")+I2S(udg\_Cvsha))

endif

else

endif

if udg\_renwubuerzhi[80+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]==true and SubString(GetUnitName(GetTriggerUnit()),4,10)=="400080" then

set udg\_i\_renwukills[80+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_i\_renwukills[80+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+1

if udg\_i\_renwukills[80+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]>=udg\_Cvsha then

set udg\_i\_renwukills[80+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=0

set udg\_renwubuerzhi[80+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=false

call ModifyHeroStat(bj\_HEROSTAT\_AGI,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*458)

call ModifyHeroStat(bj\_HEROSTAT\_INT,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*458)

call ModifyHeroStat(bj\_HEROSTAT\_STR,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))],bj\_MODIFYMETHOD\_ADD,GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*458)

set udg\_shuxingjiacheng[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]=udg\_shuxingjiacheng[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))]+GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*(udg\_i\_Glo[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]+364)

call DisplayTimedTextToPlayer(GetOwningPlayer(GetKillingUnit()),0,0,10.,"|cff400080[流弊]任务|r已完成，获得"+(I2S(GetHeroLevel(udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])\*458)+"点的全属性"))

if GetUnitAbilityLevel(GetKillingUnit(),$4130315A)==1 then

call TriggerSleepAction(1.)

call UnitAddItemByIdSwapped($49663938,GetKillingUnit())

else

call TriggerSleepAction(3.)

call UnitAddItemByIdSwapped($49663938,GetKillingUnit())

endif

else

call DisplayTimedTextToPlayer(GetOwningPlayer(GetKillingUnit()),0,0,5.,"|cff400080[流弊]任务|r完成进度："+(I2S(udg\_i\_renwukills[80+GetConvertedPlayerId(GetOwningPlayer(GetKillingUnit()))])+"/")+I2S(udg\_Cvsha))

endif

else

endif

endfunction

function InitTrig\_\_\_\_\_\_\_938278932 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_938278932=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_938278932,EVENT\_PLAYER\_UNIT\_DEATH)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_938278932,Condition(function Trig\_\_\_\_\_\_\_938278932Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_938278932,function Trig\_\_\_\_\_\_\_938278932Actions)

endfunction

function Trig\_\_\_\_\_\_\_12350Conditions takes nothing returns boolean

return GetOwningPlayer(GetDyingUnit())==Player(9)

endfunction

function Trig\_\_\_\_\_\_\_12350Actions takes nothing returns nothing

if IsUnitType(GetKillingUnit(),UNIT\_TYPE\_HERO)==true and GetHeroLevel(GetKillingUnit())<9000 then

call AddHeroXPSwapped(udg\_i\_number\*udg\_i\_number\*udg\_ND,GetKillingUnit(),false)

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetOwningPlayer(GetKillingUnit()))+"|cFFFF0000守家获得经验值|r"+I2S(udg\_i\_number\*udg\_ND\*(udg\_i\_number\*5)))

else

if IsUnitType(GetKillingUnit(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,45)<=20 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetKillingUnit(),bj\_MODIFYMETHOD\_ADD,(udg\_i\_level+udg\_ND)\*(udg\_i\_number\*5))

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetKillingUnit(),bj\_MODIFYMETHOD\_ADD,(udg\_i\_level+udg\_ND)\*(udg\_i\_number\*5))

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetKillingUnit(),bj\_MODIFYMETHOD\_ADD,(udg\_i\_level+udg\_ND)\*(udg\_i\_number\*5))

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetOwningPlayer(GetKillingUnit()))+"|cFF00CC00超过9000级转换成属性点|r"+I2S(udg\_i\_level+udg\_ND\*(udg\_i\_number\*5)))

else

endif

endif

if IsUnitType(GetKillingUnit(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,45)<=20 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetKillingUnit(),bj\_MODIFYMETHOD\_ADD,(udg\_i\_level+udg\_ND)\*(udg\_i\_number\*5))

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetKillingUnit(),bj\_MODIFYMETHOD\_ADD,(udg\_i\_level+udg\_ND)\*(udg\_i\_number\*5))

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetKillingUnit(),bj\_MODIFYMETHOD\_ADD,(udg\_i\_level+udg\_ND)\*(udg\_i\_number\*5))

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetOwningPlayer(GetKillingUnit()))+"|cFF00CC00守家获得属性点|r"+I2S(udg\_i\_level+udg\_ND\*(udg\_i\_number\*5)))

else

endif

endfunction

function InitTrig\_\_\_\_\_\_\_12350 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_12350=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_12350,EVENT\_PLAYER\_UNIT\_DEATH)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_12350,Condition(function Trig\_\_\_\_\_\_\_12350Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_12350,function Trig\_\_\_\_\_\_\_12350Actions)

endfunction

function Trig\_\_\_\_\_\_\_123Conditions takes nothing returns boolean

return GetOwningPlayer(GetDyingUnit())==Player(PLAYER\_NEUTRAL\_AGGRESSIVE)

endfunction

function Trig\_\_\_\_\_\_\_123Actions takes nothing returns nothing

if IsUnitType(GetKillingUnit(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,45)<=5 and GetHeroLevel(GetKillingUnit())<9000 and GetUnitAbilityLevel(GetKillingUnit(),$41303542)==1 then

call AddHeroXPSwapped(udg\_i\_number\*udg\_i\_number\*udg\_ND,GetKillingUnit(),false)

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetOwningPlayer(GetKillingUnit()))+"|cFFFF0000坐骑获得经验值|r"+I2S(udg\_i\_number\*udg\_ND\*udg\_i\_number))

else

endif

if IsUnitType(GetKillingUnit(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,45)<=5 and GetUnitAbilityLevel(GetKillingUnit(),$41303542)==1 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetKillingUnit(),bj\_MODIFYMETHOD\_ADD,(udg\_i\_level+udg\_ND)\*udg\_i\_number)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetKillingUnit(),bj\_MODIFYMETHOD\_ADD,(udg\_i\_level+udg\_ND)\*udg\_i\_number)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetKillingUnit(),bj\_MODIFYMETHOD\_ADD,(udg\_i\_level+udg\_ND)\*udg\_i\_number)

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetOwningPlayer(GetKillingUnit()))+"|cFF00CC00坐骑获得属性点|r"+I2S(udg\_i\_level+udg\_ND\*udg\_i\_number))

else

endif

endfunction

function InitTrig\_\_\_\_\_\_\_123 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_123=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_123,EVENT\_PLAYER\_UNIT\_DEATH)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_123,Condition(function Trig\_\_\_\_\_\_\_123Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_123,function Trig\_\_\_\_\_\_\_123Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_001Actions takes nothing returns nothing

if GetSpellAbilityId()==$41303445 then

call RemoveUnit(GetSpellAbilityUnit())

call CreateNUnitsAtLoc(1,$6F303030,GetOwningPlayer(GetSpellAbilityUnit()),GetUnitLoc(GetSpellAbilityUnit()),bj\_UNIT\_FACING)

set udg\_u\_BMX[GetConvertedPlayerId(GetOwningPlayer(GetSpellAbilityUnit()))] = bj\_lastCreatedUnit

else

endif

if GetSpellAbilityId()==$41303444 then

call RemoveUnit(GetSpellAbilityUnit())

call CreateNUnitsAtLoc(1,$6F30304C,GetOwningPlayer(GetSpellAbilityUnit()),GetUnitLoc(GetSpellAbilityUnit()),bj\_UNIT\_FACING)

set udg\_u\_BMX[GetConvertedPlayerId(GetOwningPlayer(GetSpellAbilityUnit()))] = bj\_lastCreatedUnit

else

endif

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_001 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_001=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_001,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_001,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_001Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_004Conditions takes nothing returns boolean

return GetUnitTypeId(GetTriggerUnit())==$4F303047

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_004Actions takes nothing returns nothing

call RemoveUnit(GetTriggerUnit())

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_004 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_004=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_004,EVENT\_PLAYER\_UNIT\_DEATH)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_004,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_004Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_004,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_004Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003Actions takes nothing returns nothing

call SetCameraField(CAMERA\_FIELD\_TARGET\_DISTANCE,3000.,0)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003=CreateTrigger()

call DoNothing()

call TriggerRegisterTimerEventSingle(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003,4.)

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_1220Actions takes nothing returns nothing

if GetUnitAbilityLevel(GetLevelingUnit(),$4130315A)==1 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetLevelingUnit(),bj\_MODIFYMETHOD\_ADD,100)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetLevelingUnit(),bj\_MODIFYMETHOD\_ADD,100)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetLevelingUnit(),bj\_MODIFYMETHOD\_ADD,100)

else

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetLevelingUnit(),bj\_MODIFYMETHOD\_ADD,50)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetLevelingUnit(),bj\_MODIFYMETHOD\_ADD,50)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetLevelingUnit(),bj\_MODIFYMETHOD\_ADD,50)

endif

if GetUnitAbilityLevel(GetLevelingUnit(),$41303242)==1 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetLevelingUnit(),bj\_MODIFYMETHOD\_ADD,100)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetLevelingUnit(),bj\_MODIFYMETHOD\_ADD,100)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetLevelingUnit(),bj\_MODIFYMETHOD\_ADD,100)

else

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetLevelingUnit(),bj\_MODIFYMETHOD\_ADD,50)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetLevelingUnit(),bj\_MODIFYMETHOD\_ADD,50)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetLevelingUnit(),bj\_MODIFYMETHOD\_ADD,50)

endif

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_1220 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1220=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1220,EVENT\_PLAYER\_HERO\_LEVEL)

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1220,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_1220Actions)

endfunction

function Trig\_VIP\_\_\_\_\_\_101Actions takes nothing returns nothing

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$49303247)==true and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=15 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*50)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*50)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*50)

else

endif

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$49303234)==true and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=15 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*50)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*50)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*50)

else

endif

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$4930324A)==true and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=15 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*100)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*100)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*100)

else

endif

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$4930324D)==true and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=15 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*150)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*150)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*150)

else

endif

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$4930324B)==true and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=15 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*200)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*200)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*200)

else

endif

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$4930324E)==true and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=15 then

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*250)

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*250)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*250)

else

endif

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$4930324C)==true and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=15 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*300)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*300)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*300)

else

endif

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$49303246)==true and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=15 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*350)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*350)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*350)

else

endif

endfunction

function InitTrig\_VIP\_\_\_\_\_\_101 takes nothing returns nothing

set gg\_trg\_VIP\_\_\_\_\_\_101=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_VIP\_\_\_\_\_\_101,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddAction(gg\_trg\_VIP\_\_\_\_\_\_101,function Trig\_VIP\_\_\_\_\_\_101Actions)

endfunction

function Trig\_VIP\_\_\_\_\_\_103Actions takes nothing returns nothing

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$49303253)==true and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=20 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*50)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*50)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*50)

else

endif

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$49303254)==true and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=20 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*100)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*100)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*100)

else

endif

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$49303255)==true and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=20 then

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*200)

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*200)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*200)

else

endif

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$49303256)==true and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=20 then

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*300)

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*300)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*300)

else

endif

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$49303257)==true and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=20 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*350)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*350)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*350)

else

endif

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$49303258)==true and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=20 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*400)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*400)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*400)

else

endif

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$49303259)==true and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=28 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*700)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*700)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetAttacker()))\*700)

else

endif

endfunction

function InitTrig\_VIP\_\_\_\_\_\_103 takes nothing returns nothing

set gg\_trg\_VIP\_\_\_\_\_\_103=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_VIP\_\_\_\_\_\_103,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddAction(gg\_trg\_VIP\_\_\_\_\_\_103,function Trig\_VIP\_\_\_\_\_\_103Actions)

endfunction

function Trig\_VIP\_\_\_\_\_\_102Actions takes nothing returns nothing

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$49303254)==true and GetRandomInt(1,100)<=5 and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,500)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,500)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,500)

else

endif

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$49303256)==true and GetRandomInt(1,100)<=5 and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true then

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,15000)

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,15000)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,15000)

else

endif

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$49303253)==true and GetRandomInt(1,100)<=5 and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true then

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,50)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,50)

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,50)

else

endif

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$49303255)==true and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=5 then

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,5000)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,5000)

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,5000)

else

endif

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$49303257)==true and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=5 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,25000)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,25000)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,25000)

else

endif

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$49303258)==true and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=5 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,50000)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,50000)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,50000)

else

endif

if YDWEUnitHasItemOfTypeBJNull(GetAttacker(),$49303259)==true and IsUnitEnemy(GetTriggerUnit(),Player(0))==true and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=17 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,100000)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,100000)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,100000)

else

endif

endfunction

function InitTrig\_VIP\_\_\_\_\_\_102 takes nothing returns nothing

set gg\_trg\_VIP\_\_\_\_\_\_102=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_VIP\_\_\_\_\_\_102,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddAction(gg\_trg\_VIP\_\_\_\_\_\_102,function Trig\_VIP\_\_\_\_\_\_102Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_uActions takes nothing returns nothing

call SetCameraFieldForPlayer(GetTriggerPlayer(),CAMERA\_FIELD\_TARGET\_DISTANCE,3000.,0)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_u takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_u=CreateTrigger()

call DoNothing()

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_u,Player(0),"++",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_u,Player(1),"++",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_u,Player(2),"++",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_u,Player(3),"++",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_u,Player(4),"++",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_u,Player(5),"++",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_u,Player(6),"++",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_u,Player(7),"++",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_u,Player(8),"++",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_u,Player(9),"++",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_u,Player(10),"++",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_u,Player(11),"++",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_u,Player(12),"++",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_u,Player(13),"++",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_u,Player(14),"++",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_u,Player(15),"++",true)

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_u,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_uActions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_uConditions takes nothing returns boolean

return GetUnitTypeId(GetSellingUnit())==$6F303037 and GetUnitTypeId(GetSoldUnit())==$68303036

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_uActions takes nothing returns nothing

call RemoveUnit(GetSoldUnit())

if GetPlayerTechCountSimple($526F7262,Player(8))<51 then

call AddPlayerTechResearched(Player(8),$526F7262,1)

if GetPlayerTechCountSimple($526F7262,Player(8))>=50 then

call DisplayTextToForce(GetPlayersAll(),GetUnitName(gg\_unit\_o007\_0013)+"已经满级了")

else

endif

else

endif

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_u takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_u=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_u,EVENT\_PLAYER\_UNIT\_SELL)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_u,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_uConditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_u,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_uActions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_1Actions takes nothing returns nothing

if GetEventPlayerChatString()=="召唤菠萝" then

call CreateUnit(GetTriggerPlayer(),$68303031,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_4\_\_\_u)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_4\_\_\_u)),bj\_UNIT\_FACING)

call YDWETimerRemoveUnit(10.,bj\_lastCreatedUnit)

else

endif

if GetEventPlayerChatString()=="召唤哦买噶" then

call CreateUnit(GetTriggerPlayer(),$68303033,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_4\_\_\_u)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_4\_\_\_u)),bj\_UNIT\_FACING)

call YDWETimerRemoveUnit(10.,bj\_lastCreatedUnit)

else

endif

if GetEventPlayerChatString()=="召唤无极剑尊" then

call CreateUnit(GetTriggerPlayer(),$68303034,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_4\_\_\_u)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_4\_\_\_u)),bj\_UNIT\_FACING)

call YDWETimerRemoveUnit(10.,bj\_lastCreatedUnit)

else

endif

if GetEventPlayerChatString()=="召唤鬼凤" then

call CreateUnit(GetTriggerPlayer(),$68303035,GetLocationX(GetRectCenter(gg\_rct\_\_\_\_\_\_\_4\_\_\_u)),GetLocationY(GetRectCenter(gg\_rct\_\_\_\_\_\_\_4\_\_\_u)),bj\_UNIT\_FACING)

call YDWETimerRemoveUnit(10.,bj\_lastCreatedUnit)

else

endif

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_1 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1=CreateTrigger()

call DoNothing()

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(0),"召唤菠萝",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(1),"召唤菠萝",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(2),"召唤菠萝",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(3),"召唤菠萝",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(4),"召唤菠萝",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(5),"召唤菠萝",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(6),"召唤菠萝",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(7),"召唤菠萝",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(8),"召唤菠萝",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(9),"召唤菠萝",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(10),"召唤菠萝",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(11),"召唤菠萝",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(12),"召唤菠萝",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(13),"召唤菠萝",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(14),"召唤菠萝",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(15),"召唤菠萝",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(0),"召唤哦买噶",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(1),"召唤哦买噶",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(2),"召唤哦买噶",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(3),"召唤哦买噶",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(4),"召唤哦买噶",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(5),"召唤哦买噶",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(6),"召唤哦买噶",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(7),"召唤哦买噶",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(8),"召唤哦买噶",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(9),"召唤哦买噶",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(10),"召唤哦买噶",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(11),"召唤哦买噶",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(12),"召唤哦买噶",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(13),"召唤哦买噶",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(14),"召唤哦买噶",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(15),"召唤哦买噶",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(0),"召唤无极剑尊",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(1),"召唤无极剑尊",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(2),"召唤无极剑尊",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(3),"召唤无极剑尊",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(4),"召唤无极剑尊",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(5),"召唤无极剑尊",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(6),"召唤无极剑尊",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(7),"召唤无极剑尊",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(8),"召唤无极剑尊",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(9),"召唤无极剑尊",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(10),"召唤无极剑尊",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(11),"召唤无极剑尊",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(12),"召唤无极剑尊",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(13),"召唤无极剑尊",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(14),"召唤无极剑尊",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(15),"召唤无极剑尊",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(0),"召唤鬼凤",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(1),"召唤鬼凤",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(2),"召唤鬼凤",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(3),"召唤鬼凤",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(4),"召唤鬼凤",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(5),"召唤鬼凤",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(6),"召唤鬼凤",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(7),"召唤鬼凤",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(8),"召唤鬼凤",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(9),"召唤鬼凤",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(10),"召唤鬼凤",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(11),"召唤鬼凤",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(12),"召唤鬼凤",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(13),"召唤鬼凤",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(14),"召唤鬼凤",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,Player(15),"召唤鬼凤",true)

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_1Actions)

endfunction

function Trig\_\_\_\_\_\_\_12540Func001003002 takes nothing returns boolean

return IsUnitType(GetFilterUnit(),UNIT\_TYPE\_HERO)==true

endfunction

function Trig\_\_\_\_\_\_\_12540Func002A takes nothing returns nothing

if GetUnitAbilityLevel(GetEnumUnit(),$4130314F)==1 then

call UnitRemoveAbilityBJ($4130314F,GetEnumUnit())

call SetHeroLevelBJ(GetEnumUnit(),GetHeroLevel(GetEnumUnit())+30/udg\_i\_level,false)

call AdjustPlayerStateBJ(30000/udg\_i\_level,GetOwningPlayer(GetEnumUnit()),PLAYER\_STATE\_RESOURCE\_GOLD)

call UnitAddItemByIdSwapped($49733130,GetEnumUnit())

call SetItemCharges(GetLastCreatedItem(),4)

call UnitAddItemByIdSwapped($49733131,GetEnumUnit())

call SetItemCharges(GetLastCreatedItem(),4)

else

endif

endfunction

function Trig\_\_\_\_\_\_\_12540Actions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$20CD7CD7,YDWEGetUnitsOfPlayerMatchingNull(GetTriggerPlayer(),Condition(function Trig\_\_\_\_\_\_\_12540Func001003002)))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$20CD7CD7),function Trig\_\_\_\_\_\_\_12540Func002A)

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$20CD7CD7))

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_\_\_\_\_\_\_12540 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_12540=CreateTrigger()

call DoNothing()

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_12540,Player(0),"加群礼包密码多少",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_12540,Player(1),"加群礼包密码多少",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_12540,Player(2),"加群礼包密码多少",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_12540,Player(3),"加群礼包密码多少",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_12540,Player(4),"加群礼包密码多少",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_12540,Player(5),"加群礼包密码多少",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_12540,Player(6),"加群礼包密码多少",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_12540,Player(7),"加群礼包密码多少",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_12540,Player(8),"加群礼包密码多少",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_12540,Player(9),"加群礼包密码多少",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_12540,Player(10),"加群礼包密码多少",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_12540,Player(11),"加群礼包密码多少",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_12540,Player(12),"加群礼包密码多少",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_12540,Player(13),"加群礼包密码多少",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_12540,Player(14),"加群礼包密码多少",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_12540,Player(15),"加群礼包密码多少",true)

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_12540,function Trig\_\_\_\_\_\_\_12540Actions)

endfunction

function Trig\_\_\_\_\_\_\_54214Func001003002 takes nothing returns boolean

return IsUnitType(GetFilterUnit(),UNIT\_TYPE\_HERO)==true

endfunction

function Trig\_\_\_\_\_\_\_54214Func002A takes nothing returns nothing

call SetUnitPosition(GetEnumUnit(),17.3,417.9)

endfunction

function Trig\_\_\_\_\_\_\_54214Actions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$20CD7CD7,YDWEGetUnitsOfPlayerMatchingNull(GetTriggerPlayer(),Condition(function Trig\_\_\_\_\_\_\_54214Func001003002)))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$20CD7CD7),function Trig\_\_\_\_\_\_\_54214Func002A)

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$20CD7CD7))

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_\_\_\_\_\_\_54214 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_54214=CreateTrigger()

call DoNothing()

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_54214,Player(0),"HG",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_54214,Player(1),"HG",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_54214,Player(2),"HG",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_54214,Player(3),"HG",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_54214,Player(4),"HG",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_54214,Player(5),"HG",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_54214,Player(6),"HG",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_54214,Player(7),"HG",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_54214,Player(8),"HG",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_54214,Player(9),"HG",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_54214,Player(10),"HG",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_54214,Player(11),"HG",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_54214,Player(12),"HG",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_54214,Player(13),"HG",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_54214,Player(14),"HG",true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_\_\_\_\_\_\_54214,Player(15),"HG",true)

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_54214,function Trig\_\_\_\_\_\_\_54214Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_LConditions takes nothing returns boolean

return GetSpellAbilityId()==$41303449

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_LActions takes nothing returns nothing

if UnitItemInSlotBJ(GetTriggerUnit(),1)==null then

call DisplayTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,"|Cff00ff00第一格没有物品！！|R")

else

if UnitInventoryCount(udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())])==6 then

call DisplayTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,"|Cff00ff00物品栏已满|R")

else

call UnitAddItemSwapped(UnitItemInSlotBJ(GetTriggerUnit(),1),udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())])

call DisplayTextToPlayer(GetOwningPlayer(GetTriggerUnit()),0,0,"|CFFFF0000发送成功|R")

endif

endif

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_L takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_L=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_L,EVENT\_PLAYER\_UNIT\_SPELL\_CAST)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_L,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_LConditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_L,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_LActions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_uConditions takes nothing returns boolean

return GetSpellAbilityId()==$41303448

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_uFunc002A takes nothing returns nothing

if GetItemLifeBJ(GetEnumItem())>=1. then

call UnitAddItem(GetTriggerUnit(),GetEnumItem())

else

call RemoveItem(GetEnumItem())

endif

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_uActions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveRectHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$329FF8E6,YDWEGetRect(GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()),600.,600.))

call EnumItemsInRectBJ(LoadRectHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$329FF8E6),function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_uFunc002A)

call RemoveRect(LoadRectHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$329FF8E6))

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_u takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_u=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_u,EVENT\_PLAYER\_UNIT\_SPELL\_EFFECT)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_u,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_uConditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_u,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_uActions)

endfunction

function Trig\_asd05Conditions takes nothing returns boolean

return GetLearnedSkill()==$41303244

endfunction

function Trig\_asd05Func001T takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

call SaveInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820,LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820)+1)

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)),GetUnitY(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)),600.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)))==true and IsUnitInRange(ydl\_unit,LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),300.)==true then

call UnitDamageTarget(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),false))\*.75,false,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

set ydl\_group=null

set ydl\_unit=null

endfunction

function Trig\_asd05Actions takes nothing returns nothing

local timer ydl\_timer

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

set ydl\_timer=CreateTimer()

call SaveInteger(YDLOC,GetHandleId(ydl\_timer),$25DAB820,0)

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$C303079D,GetTriggerUnit())

call TimerStart(ydl\_timer,1.,true,function Trig\_asd05Func001T)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_timer=null

endfunction

function InitTrig\_asd05 takes nothing returns nothing

set gg\_trg\_asd05=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_asd05,EVENT\_PLAYER\_HERO\_SKILL)

call TriggerAddCondition(gg\_trg\_asd05,Condition(function Trig\_asd05Conditions))

call TriggerAddAction(gg\_trg\_asd05,function Trig\_asd05Actions)

endfunction

function Trig\_wudizhanConditions takes nothing returns boolean

return GetSpellAbilityId()==$41303237

endfunction

function Trig\_wudizhanFunc013Func001003003 takes nothing returns boolean

return IsUnitAliveBJ(GetFilterUnit())==true and IsUnitVisible(GetFilterUnit(),GetOwningPlayer(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40)))==true and IsUnitEnemy(GetFilterUnit(),GetOwningPlayer(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40)))==true

endfunction

function Trig\_wudizhanFunc013T takes nothing returns nothing

call SaveGroupHandle(YDLOC,GetHandleId(GetExpiredTimer()),$D7F5BF23,YDWEGetUnitsInRangeOfLocMatchingNull(350.,LoadLocationHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C7C1094D),Condition(function Trig\_wudizhanFunc013Func001003003)))

if LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$D76E1C1B)<=1 and IsUnitGroupEmptyBJ(LoadGroupHandle(YDLOC,GetHandleId(GetExpiredTimer()),$D7F5BF23))!=true then

call SaveInteger(YDLOC,GetHandleId(GetExpiredTimer()),$D76E1C1B,LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$D76E1C1B)+1)

call SaveUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$14D0D63A,GroupPickRandomUnit(LoadGroupHandle(YDLOC,GetHandleId(GetExpiredTimer()),$D7F5BF23)))

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetExpiredTimer()),$D7F5BF23))

call RemoveLocation(LoadLocationHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C7C1094D))

call SaveLocationHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C7C1094D,GetUnitLoc(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$14D0D63A)))

call SetUnitPositionLocFacingBJ(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40),LoadLocationHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C7C1094D),YDWEAngleBetweenUnits(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40),LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$14D0D63A)))

call UnitDamageTarget(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40),LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$14D0D63A),LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$CD1043F3)+GetUnitState(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$14D0D63A),UNIT\_STATE\_MAX\_LIFE)\*.02,true,false,ATTACK\_TYPE\_CHAOS,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_METAL\_HEAVY\_SLICE)

call SetUnitAnimation(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40),"attack")

else

call SetUnitPositionLoc(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40),LoadLocationHandle(YDLOC,GetHandleId(GetExpiredTimer()),$F18A3536))

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetExpiredTimer()),$D7F5BF23))

call RemoveLocation(LoadLocationHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C7C1094D))

call RemoveLocation(LoadLocationHandle(YDLOC,GetHandleId(GetExpiredTimer()),$F18A3536))

call PauseUnit(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40),false)

call SetUnitInvulnerable(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40),false)

call ResetUnitAnimation(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40))

call SetUnitTimeScale(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40),1.)

call ResetToGameCameraForPlayer(GetOwningPlayer(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40)),0)

call FlushChildHashtable(YDLOC,GetHandleId(GetExpiredTimer()))

call DestroyTimer(GetExpiredTimer())

call SetCameraField(CAMERA\_FIELD\_TARGET\_DISTANCE,2500.,0)

endif

endfunction

function Trig\_wudizhanActions takes nothing returns nothing

local timer ydl\_timer

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40,GetSpellAbilityUnit())

call SaveUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$D963A09F,GetSpellTargetUnit())

call SaveReal(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$CD1043F3,GetUnitState(GetSpellAbilityUnit(),UNIT\_STATE\_MANA))

call SaveLocationHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$C7C1094D,GetUnitLoc(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$D963A09F)))

call SaveLocationHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$F18A3536,GetUnitLoc(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40)))

call PauseUnit(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40),true)

call SetUnitInvulnerable(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40),true)

call SetUnitPositionLoc(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40),LoadLocationHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$C7C1094D))

call UnitDamageTarget(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40),LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$D963A09F),LoadReal(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$CD1043F3)+GetUnitState(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$D963A09F),UNIT\_STATE\_MAX\_LIFE)\*.02,true,false,ATTACK\_TYPE\_CHAOS,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_METAL\_HEAVY\_SLICE)

call SetCameraTargetControllerNoZForPlayer(GetOwningPlayer(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40)),LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40),0,0,false)

call SetUnitAnimation(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40),"attack")

call SetUnitTimeScale(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40),5.)

set ydl\_timer=CreateTimer()

call SaveInteger(YDLOC,GetHandleId(ydl\_timer),$D76E1C1B,0)

call SaveLocationHandle(YDLOC,GetHandleId(ydl\_timer),$F18A3536,LoadLocationHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$F18A3536))

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$437E2A40,LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40))

call SaveReal(YDLOC,GetHandleId(ydl\_timer),$CD1043F3,LoadReal(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$CD1043F3))

call SaveLocationHandle(YDLOC,GetHandleId(ydl\_timer),$C7C1094D,LoadLocationHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$C7C1094D))

call SaveGroupHandle(YDLOC,GetHandleId(ydl\_timer),$D7F5BF23,LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$D7F5BF23))

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$14D0D63A,LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$14D0D63A))

call TimerStart(ydl\_timer,.15,true,function Trig\_wudizhanFunc013T)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_timer=null

endfunction

function InitTrig\_wudizhan takes nothing returns nothing

set gg\_trg\_wudizhan=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_wudizhan,EVENT\_PLAYER\_UNIT\_SPELL\_EFFECT)

call TriggerAddCondition(gg\_trg\_wudizhan,Condition(function Trig\_wudizhanConditions))

call TriggerAddAction(gg\_trg\_wudizhan,function Trig\_wudizhanActions)

endfunction

function Trig\_wudizhan10000Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41303247

endfunction

function Trig\_wudizhan10000Func013Func001003003 takes nothing returns boolean

return IsUnitAliveBJ(GetFilterUnit())==true and IsUnitVisible(GetFilterUnit(),GetOwningPlayer(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40)))==true and IsUnitEnemy(GetFilterUnit(),GetOwningPlayer(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40)))==true

endfunction

function Trig\_wudizhan10000Func013T takes nothing returns nothing

call SaveGroupHandle(YDLOC,GetHandleId(GetExpiredTimer()),$D7F5BF23,YDWEGetUnitsInRangeOfLocMatchingNull(350.,LoadLocationHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C7C1094D),Condition(function Trig\_wudizhan10000Func013Func001003003)))

if LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$D76E1C1B)<=1 and IsUnitGroupEmptyBJ(LoadGroupHandle(YDLOC,GetHandleId(GetExpiredTimer()),$D7F5BF23))!=true then

call SaveInteger(YDLOC,GetHandleId(GetExpiredTimer()),$D76E1C1B,LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$D76E1C1B)+1)

call SaveUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$14D0D63A,GroupPickRandomUnit(LoadGroupHandle(YDLOC,GetHandleId(GetExpiredTimer()),$D7F5BF23)))

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetExpiredTimer()),$D7F5BF23))

call RemoveLocation(LoadLocationHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C7C1094D))

call SaveLocationHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C7C1094D,GetUnitLoc(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$14D0D63A)))

call SetUnitPositionLocFacingBJ(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40),LoadLocationHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C7C1094D),YDWEAngleBetweenUnits(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40),LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$14D0D63A)))

call UnitDamageTarget(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40),LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$14D0D63A),LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$CD1043F3)+GetUnitState(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$14D0D63A),UNIT\_STATE\_MAX\_LIFE)\*.02,true,false,ATTACK\_TYPE\_CHAOS,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_METAL\_HEAVY\_SLICE)

call SetUnitAnimation(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40),"attack")

else

call SetUnitPositionLoc(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40),LoadLocationHandle(YDLOC,GetHandleId(GetExpiredTimer()),$F18A3536))

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetExpiredTimer()),$D7F5BF23))

call RemoveLocation(LoadLocationHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C7C1094D))

call RemoveLocation(LoadLocationHandle(YDLOC,GetHandleId(GetExpiredTimer()),$F18A3536))

call PauseUnit(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40),false)

call SetUnitInvulnerable(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40),false)

call ResetUnitAnimation(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40))

call SetUnitTimeScale(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40),1.)

call ResetToGameCameraForPlayer(GetOwningPlayer(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$437E2A40)),0)

call FlushChildHashtable(YDLOC,GetHandleId(GetExpiredTimer()))

call DestroyTimer(GetExpiredTimer())

call SetCameraField(CAMERA\_FIELD\_TARGET\_DISTANCE,2500.,0)

endif

endfunction

function Trig\_wudizhan10000Actions takes nothing returns nothing

local timer ydl\_timer

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40,GetSpellAbilityUnit())

call SaveUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$D963A09F,GetSpellTargetUnit())

call SaveReal(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$CD1043F3,GetUnitState(GetSpellAbilityUnit(),UNIT\_STATE\_MANA))

call SaveLocationHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$C7C1094D,GetUnitLoc(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$D963A09F)))

call SaveLocationHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$F18A3536,GetUnitLoc(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40)))

call PauseUnit(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40),true)

call SetUnitInvulnerable(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40),true)

call SetUnitPositionLoc(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40),LoadLocationHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$C7C1094D))

call UnitDamageTarget(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40),LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$D963A09F),LoadReal(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$CD1043F3)+GetUnitState(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$D963A09F),UNIT\_STATE\_MAX\_LIFE)\*.02,true,false,ATTACK\_TYPE\_CHAOS,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_METAL\_HEAVY\_SLICE)

call SetCameraTargetControllerNoZForPlayer(GetOwningPlayer(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40)),LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40),0,0,false)

call SetUnitAnimation(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40),"attack")

call SetUnitTimeScale(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40),5.)

set ydl\_timer=CreateTimer()

call SaveInteger(YDLOC,GetHandleId(ydl\_timer),$D76E1C1B,0)

call SaveLocationHandle(YDLOC,GetHandleId(ydl\_timer),$F18A3536,LoadLocationHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$F18A3536))

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$437E2A40,LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$437E2A40))

call SaveReal(YDLOC,GetHandleId(ydl\_timer),$CD1043F3,LoadReal(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$CD1043F3))

call SaveLocationHandle(YDLOC,GetHandleId(ydl\_timer),$C7C1094D,LoadLocationHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$C7C1094D))

call SaveGroupHandle(YDLOC,GetHandleId(ydl\_timer),$D7F5BF23,LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$D7F5BF23))

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$14D0D63A,LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$14D0D63A))

call TimerStart(ydl\_timer,.15,true,function Trig\_wudizhan10000Func013T)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_timer=null

endfunction

function InitTrig\_wudizhan10000 takes nothing returns nothing

set gg\_trg\_wudizhan10000=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_wudizhan10000,EVENT\_PLAYER\_UNIT\_SPELL\_EFFECT)

call TriggerAddCondition(gg\_trg\_wudizhan10000,Condition(function Trig\_wudizhan10000Conditions))

call TriggerAddAction(gg\_trg\_wudizhan10000,function Trig\_wudizhan10000Actions)

endfunction

function Trig\_A540Conditions takes nothing returns boolean

return GetUnitAbilityLevel(GetAttacker(),$41303447)>0 or GetUnitAbilityLevel(GetAttacker(),$41303246)>0 or GetUnitAbilityLevel(GetAttacker(),$4130334A)>0 and GetRandomInt(1,10000)<=500

endfunction

function Trig\_A540Actions takes nothing returns nothing

call UnitDamageTargetBJ(GetAttacker(),GetTriggerUnit(),GetUnitLifePercent(GetTriggerUnit())\*200.,ATTACK\_TYPE\_CHAOS,DAMAGE\_TYPE\_UNIVERSAL)

call DisplayTextToPlayer(GetOwningPlayer(GetAttacker()), 0, 0, ( "发动技能秒杀" ))

endfunction

function InitTrig\_A540 takes nothing returns nothing

set gg\_trg\_A540=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_A540,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddCondition(gg\_trg\_A540,Condition(function Trig\_A540Conditions))

call TriggerAddAction(gg\_trg\_A540,function Trig\_A540Actions)

endfunction

function Trig\_A54Conditions takes nothing returns boolean

return GetUnitAbilityLevel(GetAttacker(),$41303331)>0 and GetRandomInt(1,10000)<=100

endfunction

function Trig\_A54Actions takes nothing returns nothing

call UnitDamageTargetBJ(GetAttacker(),GetTriggerUnit(),GetUnitLifePercent(GetTriggerUnit())\*200.,ATTACK\_TYPE\_CHAOS,DAMAGE\_TYPE\_UNIVERSAL)

call DisplayTextToPlayer(GetOwningPlayer(GetAttacker()), 0, 0, ( "发动技能秒杀" ))

endfunction

function InitTrig\_A54 takes nothing returns nothing

set gg\_trg\_A54=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_A54,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddCondition(gg\_trg\_A54,Condition(function Trig\_A54Conditions))

call TriggerAddAction(gg\_trg\_A54,function Trig\_A54Actions)

endfunction

function Trig\_AmjConditions takes nothing returns boolean

return GetUnitTypeId(GetEventDamageSource())==$756D6A31

endfunction

function Trig\_AmjFunc004Func001T takes nothing returns nothing

call SaveInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820,LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820)+1)

call UnitDamageTarget(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$1BF14788),LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$2FC9F415),false,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

call YDWETimerDestroyEffect(2.,AddSpecialEffectTarget("Abilities\\Spells\\Other\\Stampede\\StampedeMissileDeath.mdl",LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$1BF14788),"chest"))

if LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820)>=8 then

call FlushChildHashtable(YDLOC,GetHandleId(GetExpiredTimer()))

call DestroyTimer(GetExpiredTimer())

else

endif

endfunction

function Trig\_AmjActions takes nothing returns nothing

local timer ydl\_timer

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call UnitDamageTarget(LoadUnitHandle(YDHT,GetHandleId(GetEventDamageSource()),$50654F3C),GetTriggerUnit(),LoadReal(YDHT,GetHandleId(GetEventDamageSource()),$9375D887),false,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

if GetUnitAbilityLevel(GetEventDamageSource(),$416D3030)>0 then

call SaveUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$C303079D,CreateUnit(GetOwningPlayer(GetEventDamageSource()),$756D6A30,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()),bj\_UNIT\_FACING))

call UnitAddAbility(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$C303079D),$416D3031)

call IssueTargetOrder(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$C303079D),"attackonce",GetTriggerUnit())

else

endif

if GetUnitTypeId(GetEventDamageSource())==$756D6A31 then

set ydl\_timer=CreateTimer()

call SaveInteger(YDLOC,GetHandleId(ydl\_timer),$25DAB820,0)

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$C303079D,LoadUnitHandle(YDHT,GetHandleId(GetEventDamageSource()),$50654F3C))

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$1BF14788,GetTriggerUnit())

call SaveReal(YDLOC,GetHandleId(ydl\_timer),$2FC9F415,(LoadReal(YDHT,GetHandleId(GetEventDamageSource()),$9375D887)+1)\*.25)

call TimerStart(ydl\_timer,1.,true,function Trig\_AmjFunc004Func001T)

else

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_timer=null

endfunction

function InitTrig\_Amj takes nothing returns nothing

set gg\_trg\_Amj=CreateTrigger()

call DoNothing()

call YDWESyStemAnyUnitDamagedRegistTrigger(gg\_trg\_Amj)

call TriggerAddCondition(gg\_trg\_Amj,Condition(function Trig\_AmjConditions))

call TriggerAddAction(gg\_trg\_Amj,function Trig\_AmjActions)

endfunction

function Trig\_jiamuConditions takes nothing returns boolean

return IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=2 and GetUnitAbilityLevel(GetAttacker(),$41303255)>0

endfunction

function Trig\_jiamuActions takes nothing returns nothing

call AdjustPlayerStateBJ(GetHeroLevel(GetAttacker())/4,GetOwningPlayer(GetAttacker()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call DisplayTextToPlayer(GetOwningPlayer(GetAttacker()),0,0,I2S(GetHeroLevel(GetAttacker())/4)+"点木头")

endfunction

function InitTrig\_jiamu takes nothing returns nothing

set gg\_trg\_jiamu=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_jiamu,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddCondition(gg\_trg\_jiamu,Condition(function Trig\_jiamuConditions))

call TriggerAddAction(gg\_trg\_jiamu,function Trig\_jiamuActions)

endfunction

function Trig\_Ab00Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41623030

endfunction

function Trig\_Ab00Func001T takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

call SaveInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820,LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820)+1)

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)),GetUnitY(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)),600.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)))==true and IsUnitInRange(ydl\_unit,LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),300.)==true then

call UnitDamageTarget(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),false))\*.75,false,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

if LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820)>=8 then

call FlushChildHashtable(YDLOC,GetHandleId(GetExpiredTimer()))

call DestroyTimer(GetExpiredTimer())

else

endif

set ydl\_group=null

set ydl\_unit=null

endfunction

function Trig\_Ab00Actions takes nothing returns nothing

local timer ydl\_timer

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

set ydl\_timer=CreateTimer()

call SaveInteger(YDLOC,GetHandleId(ydl\_timer),$25DAB820,0)

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$C303079D,GetTriggerUnit())

call TimerStart(ydl\_timer,.25,true,function Trig\_Ab00Func001T)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_timer=null

endfunction

function InitTrig\_Ab00 takes nothing returns nothing

set gg\_trg\_Ab00=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab00,EVENT\_PLAYER\_UNIT\_SPELL\_EFFECT)

call TriggerAddCondition(gg\_trg\_Ab00,Condition(function Trig\_Ab00Conditions))

call TriggerAddAction(gg\_trg\_Ab00,function Trig\_Ab00Actions)

endfunction

function Trig\_Ab05Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41303243

endfunction

function Trig\_Ab05Func001T takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

call SaveInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820,LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820)+1)

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)),GetUnitY(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)),600.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)))==true and IsUnitInRange(ydl\_unit,LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),300.)==true then

call UnitDamageTarget(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),false))\*.75,false,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

if LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820)>=5 then

call FlushChildHashtable(YDLOC,GetHandleId(GetExpiredTimer()))

call DestroyTimer(GetExpiredTimer())

else

endif

set ydl\_group=null

set ydl\_unit=null

endfunction

function Trig\_Ab05Actions takes nothing returns nothing

local timer ydl\_timer

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

set ydl\_timer=CreateTimer()

call SaveInteger(YDLOC,GetHandleId(ydl\_timer),$25DAB820,0)

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$C303079D,GetTriggerUnit())

call TimerStart(ydl\_timer,1.,true,function Trig\_Ab05Func001T)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_timer=null

endfunction

function InitTrig\_Ab05 takes nothing returns nothing

set gg\_trg\_Ab05=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab05,EVENT\_PLAYER\_UNIT\_SPELL\_EFFECT)

call TriggerAddCondition(gg\_trg\_Ab05,Condition(function Trig\_Ab05Conditions))

call TriggerAddAction(gg\_trg\_Ab05,function Trig\_Ab05Actions)

endfunction

function Trig\_Ab0556Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41303333

endfunction

function Trig\_Ab0556Func001T takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

call SaveInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820,LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820)+1)

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)),GetUnitY(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)),600.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)))==true and IsUnitInRange(ydl\_unit,LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),300.)==true then

call UnitDamageTarget(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),false))\*.75,false,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

if LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820)>=5 then

call FlushChildHashtable(YDLOC,GetHandleId(GetExpiredTimer()))

call DestroyTimer(GetExpiredTimer())

else

endif

set ydl\_group=null

set ydl\_unit=null

endfunction

function Trig\_Ab0556Actions takes nothing returns nothing

local timer ydl\_timer

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

set ydl\_timer=CreateTimer()

call SaveInteger(YDLOC,GetHandleId(ydl\_timer),$25DAB820,0)

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$C303079D,GetTriggerUnit())

call TimerStart(ydl\_timer,1.,true,function Trig\_Ab0556Func001T)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_timer=null

endfunction

function InitTrig\_Ab0556 takes nothing returns nothing

set gg\_trg\_Ab0556=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab0556,EVENT\_PLAYER\_UNIT\_SPELL\_EFFECT)

call TriggerAddCondition(gg\_trg\_Ab0556,Condition(function Trig\_Ab0556Conditions))

call TriggerAddAction(gg\_trg\_Ab0556,function Trig\_Ab0556Actions)

endfunction

function Trig\_Ab02Conditions takes nothing returns boolean

return GetUnitAbilityLevel(GetAttacker(),$41623032)>0 and GetRandomInt(1,10000)<=500

endfunction

function Trig\_Ab02Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call UnitDamageTarget(GetAttacker(),GetTriggerUnit(),I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*1.5,true,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_METAL\_HEAVY\_SLICE)

call SaveTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259,CreateTextTag())

call SetTextTagVisibility(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),true)

call SetTextTagVelocity(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),0.,.04)

call SetTextTagColor(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),255,0,0,255)

call SetTextTagPos(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),GetUnitX(GetAttacker()),GetUnitY(GetAttacker()),0)

call SetTextTagText(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),I2S(R2I(I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*1.5))+"!",.24/10.)

call SetTextTagPermanent(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),false)

call SetTextTagLifespan(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),5)

call SetTextTagFadepoint(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),2.)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_Ab02 takes nothing returns nothing

set gg\_trg\_Ab02=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab02,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddCondition(gg\_trg\_Ab02,Condition(function Trig\_Ab02Conditions))

call TriggerAddAction(gg\_trg\_Ab02,function Trig\_Ab02Actions)

endfunction

function Trig\_Ab10Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41623130

endfunction

function Trig\_Ab10Actions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

call DisableTrigger(GetTriggeringTrigger())

call SetUnitX(GetTriggerUnit(),GetSpellTargetX())

call SetUnitY(GetTriggerUnit(),GetSpellTargetY())

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()),600.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetTriggerUnit()))==true and IsUnitInRange(ydl\_unit,GetTriggerUnit(),300.)==true then

call UnitDamageTarget(GetTriggerUnit(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetTriggerUnit(),false))\*3.,false,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

call TriggerSleepAction(6.)

call EnableTrigger(GetTriggeringTrigger())

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_Ab10 takes nothing returns nothing

set gg\_trg\_Ab10=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab10,EVENT\_PLAYER\_UNIT\_SPELL\_EFFECT)

call TriggerAddCondition(gg\_trg\_Ab10,Condition(function Trig\_Ab10Conditions))

call TriggerAddAction(gg\_trg\_Ab10,function Trig\_Ab10Actions)

endfunction

function Trig\_Ab11Conditions takes nothing returns boolean

return GetUnitAbilityLevel(GetAttacker(),$41623131)>0 and UnitHasBuffBJ(GetAttacker(),$42623131)==true

endfunction

function Trig\_Ab11Actions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call UnitRemoveAbility(GetAttacker(),$42623131)

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()),300.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetAttacker()))==true and IsUnitInRange(ydl\_unit,GetTriggerUnit(),150.)==true then

call UnitDamageTarget(GetAttacker(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*3.,false,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

call YDWETimerDestroyEffect(2,AddSpecialEffectTarget("Abilities\\Weapons\\Blood\\BloodImpact.mdl",ydl\_unit,"chest"))

else

endif

endloop

call DestroyGroup(ydl\_group)

call SaveTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259,CreateTextTag())

call SetTextTagVisibility(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),true)

call SetTextTagVelocity(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),0.,.04)

call SetTextTagColor(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),255,0,0,255)

call SetTextTagPos(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),GetUnitX(GetAttacker()),GetUnitY(GetAttacker()),0)

call SetTextTagText(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),I2S(R2I(I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*3.))+"!",.24/10.)

call SetTextTagPermanent(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),false)

call SetTextTagLifespan(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),5)

call SetTextTagFadepoint(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),2.)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_Ab11 takes nothing returns nothing

set gg\_trg\_Ab11=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab11,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddCondition(gg\_trg\_Ab11,Condition(function Trig\_Ab11Conditions))

call TriggerAddAction(gg\_trg\_Ab11,function Trig\_Ab11Actions)

endfunction

function Trig\_Ab166Conditions takes nothing returns boolean

return GetUnitAbilityLevel(GetAttacker(),$41303442)>0 and UnitHasBuffBJ(GetAttacker(),$42623131)==true

endfunction

function Trig\_Ab166Actions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call UnitRemoveAbility(GetAttacker(),$42623131)

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()),300.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetAttacker()))==true and IsUnitInRange(ydl\_unit,GetTriggerUnit(),150.)==true then

call UnitDamageTarget(GetAttacker(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*3.,false,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

call YDWETimerDestroyEffect(2,AddSpecialEffectTarget("Abilities\\Weapons\\Blood\\BloodImpact.mdl",ydl\_unit,"chest"))

else

endif

endloop

call DestroyGroup(ydl\_group)

call SaveTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259,CreateTextTag())

call SetTextTagVisibility(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),true)

call SetTextTagVelocity(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),0.,.04)

call SetTextTagColor(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),255,0,0,255)

call SetTextTagPos(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),GetUnitX(GetAttacker()),GetUnitY(GetAttacker()),0)

call SetTextTagText(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),I2S(R2I(I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*3.))+"!",.24/10.)

call SetTextTagPermanent(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),false)

call SetTextTagLifespan(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),5)

call SetTextTagFadepoint(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),2.)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_Ab166 takes nothing returns nothing

set gg\_trg\_Ab166=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab166,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddCondition(gg\_trg\_Ab166,Condition(function Trig\_Ab166Conditions))

call TriggerAddAction(gg\_trg\_Ab166,function Trig\_Ab166Actions)

endfunction

function Trig\_Ab12Conditions takes nothing returns boolean

return GetUnitAbilityLevel(GetAttacker(),$41623132)>0 and GetRandomInt(1,10000)<=500

endfunction

function Trig\_Ab12Func002T takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$A99320FA),LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$FDF65382),300.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)))==true and IsUnitInRangeXY(ydl\_unit,LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$A99320FA),LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$FDF65382),150.)==true then

call UnitDamageTarget(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),false))\*.75,true,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

call FlushChildHashtable(YDLOC,GetHandleId(GetExpiredTimer()))

call DestroyTimer(GetExpiredTimer())

set ydl\_group=null

set ydl\_unit=null

endfunction

function Trig\_Ab12Actions takes nothing returns nothing

local timer ydl\_timer

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call YDWETimerDestroyEffect(2,AddSpecialEffect("Abilities\\Spells\\Human\\MarkOfChaos\\MarkOfChaosTarget.mdl",GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit())))

set ydl\_timer=CreateTimer()

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$C303079D,GetAttacker())

call SaveReal(YDLOC,GetHandleId(ydl\_timer),$A99320FA,GetUnitX(GetTriggerUnit()))

call SaveReal(YDLOC,GetHandleId(ydl\_timer),$FDF65382,GetUnitY(GetTriggerUnit()))

call TimerStart(ydl\_timer,.66,false,function Trig\_Ab12Func002T)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_timer=null

endfunction

function InitTrig\_Ab12 takes nothing returns nothing

set gg\_trg\_Ab12=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab12,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddCondition(gg\_trg\_Ab12,Condition(function Trig\_Ab12Conditions))

call TriggerAddAction(gg\_trg\_Ab12,function Trig\_Ab12Actions)

endfunction

function Trig\_ab18Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41303157

endfunction

function Trig\_ab18Actions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetSpellAbilityUnit()),GetUnitY(GetSpellAbilityUnit()),250.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,Player(0))==true then

call UnitDamageTargetBJ(GetSpellAbilityUnit(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetSpellAbilityUnit(),false))\*3.,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL)

else

endif

endloop

call DestroyGroup(ydl\_group)

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_ab18 takes nothing returns nothing

set gg\_trg\_ab18=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_ab18,EVENT\_PLAYER\_UNIT\_SPELL\_EFFECT)

call TriggerAddCondition(gg\_trg\_ab18,Condition(function Trig\_ab18Conditions))

call TriggerAddAction(gg\_trg\_ab18,function Trig\_ab18Actions)

endfunction

function Trig\_45qConditions takes nothing returns boolean

return GetSpellAbilityId()==$41303434

endfunction

function Trig\_45qActions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetSpellAbilityUnit()),GetUnitY(GetSpellAbilityUnit()),250.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,Player(0))==true then

call UnitDamageTargetBJ(GetSpellAbilityUnit(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetSpellAbilityUnit(),false))\*2.,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL)

else

endif

endloop

call DestroyGroup(ydl\_group)

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_45q takes nothing returns nothing

set gg\_trg\_45q=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_45q,EVENT\_PLAYER\_UNIT\_SPELL\_EFFECT)

call TriggerAddCondition(gg\_trg\_45q,Condition(function Trig\_45qConditions))

call TriggerAddAction(gg\_trg\_45q,function Trig\_45qActions)

endfunction

function Trig\_Ab20Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41623230

endfunction

function Trig\_Ab20Actions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()),600.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetTriggerUnit()))==true and IsUnitInRange(ydl\_unit,GetTriggerUnit(),300.)==true then

call UnitDamageTarget(GetTriggerUnit(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetTriggerUnit(),false))\*3.,false,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_Ab20 takes nothing returns nothing

set gg\_trg\_Ab20=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab20,EVENT\_PLAYER\_UNIT\_SPELL\_EFFECT)

call TriggerAddCondition(gg\_trg\_Ab20,Condition(function Trig\_Ab20Conditions))

call TriggerAddAction(gg\_trg\_Ab20,function Trig\_Ab20Actions)

endfunction

function Trig\_Ab19Actions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

if IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,500)<=10 and GetUnitAbilityLevel(GetAttacker(),$41303257)>0 then

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetAttacker(),bj\_MODIFYMETHOD\_ADD,udg\_ND\*udg\_i\_number)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetAttacker(),bj\_MODIFYMETHOD\_ADD,udg\_ND\*udg\_i\_number)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetAttacker(),bj\_MODIFYMETHOD\_ADD,udg\_ND\*udg\_i\_number)

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetOwningPlayer(GetAttacker()))+"|cFF00CC00获得属性点|r"+I2S(udg\_ND\*udg\_i\_number))

else

endif

if IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetUnitAbilityLevel(GetAttacker(),$41303245)>0 and GetRandomInt(1,100)<=12 then

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetAttacker()),GetUnitY(GetAttacker()),450.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetAttacker()))==true and IsUnitInRange(ydl\_unit,GetAttacker(),150.)==true then

call UnitDamageTarget(GetAttacker(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*2.,false,false,ATTACK\_TYPE\_HERO,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

else

endif

if IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetUnitAbilityLevel(GetAttacker(),$41303437)>0 and GetRandomInt(1,100)<=7 then

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetAttacker()),GetUnitY(GetAttacker()),450.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetAttacker()))==true and IsUnitInRange(ydl\_unit,GetAttacker(),150.)==true then

call UnitDamageTarget(GetAttacker(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*2.,false,false,ATTACK\_TYPE\_HERO,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

else

endif

if IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetUnitAbilityLevel(GetAttacker(),$41303443)>0 and GetRandomInt(1,100)<=7 then

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetAttacker()),GetUnitY(GetAttacker()),450.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetAttacker()))==true and IsUnitInRange(ydl\_unit,GetAttacker(),150.)==true then

call UnitDamageTarget(GetAttacker(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*2.,false,false,ATTACK\_TYPE\_HERO,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

else

endif

if IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetUnitAbilityLevel(GetAttacker(),$41303235)==1 and GetRandomInt(1,100)<=12 then

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetAttacker()),GetUnitY(GetAttacker()),450.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetAttacker()))==true and IsUnitInRange(ydl\_unit,GetAttacker(),150.)==true then

call UnitDamageTarget(GetAttacker(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*2.,false,false,ATTACK\_TYPE\_HERO,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

else

endif

if GetUnitAbilityLevel(GetAttacker(),$41303241)>=1 and IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=10 then

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetAttacker()),GetUnitY(GetAttacker()),450.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetAttacker()))==true and IsUnitInRange(ydl\_unit,GetAttacker(),150.)==true then

call UnitDamageTarget(GetAttacker(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*2.,false,false,ATTACK\_TYPE\_HERO,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

else

endif

if IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetUnitAbilityLevel(GetAttacker(),$41303158)==1 and GetRandomInt(1,100)<=10 then

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetAttacker()),GetUnitY(GetAttacker()),450.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetAttacker()))==true and IsUnitInRange(ydl\_unit,GetAttacker(),150.)==true then

call UnitDamageTarget(GetAttacker(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*2.,false,false,ATTACK\_TYPE\_HERO,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

else

endif

if IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetUnitAbilityLevel(GetAttacker(),$41303050)==1 and GetRandomInt(1,100)<=10 then

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetAttacker()),GetUnitY(GetAttacker()),450.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetAttacker()))==true and IsUnitInRange(ydl\_unit,GetAttacker(),150.)==true then

call UnitDamageTarget(GetAttacker(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*2.,false,false,ATTACK\_TYPE\_HERO,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

else

endif

if IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetUnitAbilityLevel(GetAttacker(),$4130325A)==1 and GetRandomInt(1,100)<=10 then

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetAttacker()),GetUnitY(GetAttacker()),450.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetAttacker()))==true and IsUnitInRange(ydl\_unit,GetAttacker(),150.)==true then

call UnitDamageTarget(GetAttacker(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*2.,false,false,ATTACK\_TYPE\_HERO,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

else

endif

if IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetUnitAbilityLevel(GetAttacker(),$41303357)==1 and GetRandomInt(1,100)<=10 then

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetAttacker()),GetUnitY(GetAttacker()),450.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetAttacker()))==true and IsUnitInRange(ydl\_unit,GetAttacker(),150.)==true then

call UnitDamageTarget(GetAttacker(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*2.,false,false,ATTACK\_TYPE\_HERO,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

else

endif

if IsUnitType(GetTriggerUnit(),UNIT\_TYPE\_HERO)==true and GetUnitAbilityLevel(GetTriggerUnit(),$41303248)==1 and GetRandomInt(1,100)<=6 then

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()),450.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetTriggerUnit()))==true and IsUnitInRange(ydl\_unit,GetTriggerUnit(),150.)==true then

call UnitDamageTarget(GetTriggerUnit(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetTriggerUnit(),false))\*2.,false,false,ATTACK\_TYPE\_HERO,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

else

endif

if IsUnitType(GetTriggerUnit(),UNIT\_TYPE\_HERO)==true and GetUnitAbilityLevel(GetTriggerUnit(),$41303236)==1 and GetRandomInt(1,100)<=6 then

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()),450.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetTriggerUnit()))==true and IsUnitInRange(ydl\_unit,GetTriggerUnit(),150.)==true then

call UnitDamageTarget(GetTriggerUnit(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetTriggerUnit(),false))\*2.,false,false,ATTACK\_TYPE\_HERO,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

else

endif

if IsUnitType(GetTriggerUnit(),UNIT\_TYPE\_HERO)==true and GetUnitAbilityLevel(GetTriggerUnit(),$41303353)==1 and GetRandomInt(1,100)<=6 then

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()),450.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetTriggerUnit()))==true and IsUnitInRange(ydl\_unit,GetTriggerUnit(),150.)==true then

call UnitDamageTarget(GetTriggerUnit(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetTriggerUnit(),false))\*2.,false,false,ATTACK\_TYPE\_HERO,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

call UnitAddAbility(GetTriggerUnit(),$41303354)

call IssueImmediateOrder(GetTriggerUnit(),"whirlwind")

call TriggerSleepAction(.3)

call UnitRemoveAbility(GetTriggerUnit(),$41303354)

else

endif

endloop

call DestroyGroup(ydl\_group)

else

endif

if IsUnitType(GetTriggerUnit(),UNIT\_TYPE\_HERO)==true and GetUnitAbilityLevel(GetTriggerUnit(),$41303334)==1 and GetRandomInt(1,100)<=6 then

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()),450.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetTriggerUnit()))==true and IsUnitInRange(ydl\_unit,GetTriggerUnit(),150.)==true then

call UnitDamageTarget(GetTriggerUnit(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetTriggerUnit(),false))\*2.,false,false,ATTACK\_TYPE\_HERO,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

else

endif

if IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetUnitAbilityLevel(GetAttacker(),$4130334C)==1 and GetRandomInt(1,100)<=10 then

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()),450.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetAttacker()))==true and IsUnitInRange(ydl\_unit,GetTriggerUnit(),150.)==true then

call UnitDamageTarget(GetAttacker(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*2.,false,false,ATTACK\_TYPE\_HERO,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

else

endif

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_Ab19 takes nothing returns nothing

set gg\_trg\_Ab19=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab19,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddAction(gg\_trg\_Ab19,function Trig\_Ab19Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_666Actions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

if IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetUnitAbilityLevel(GetAttacker(),$414E6361)>0 then

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetAttacker()),GetUnitY(GetAttacker()),450.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetAttacker()))==true and IsUnitInRange(ydl\_unit,GetAttacker(),150.)==true then

call UnitDamageTarget(GetAttacker(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*.05,false,false,ATTACK\_TYPE\_HERO,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

else

endif

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_666 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_666=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_666,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_666,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_666Actions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_666\_\_\_\_\_\_\_uActions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

if IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetUnitAbilityLevel(GetAttacker(),$41303458)>0 then

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetAttacker()),GetUnitY(GetAttacker()),450.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetAttacker()))==true and IsUnitInRange(ydl\_unit,GetAttacker(),150.)==true then

call UnitDamageTarget(GetAttacker(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*.05,false,false,ATTACK\_TYPE\_HERO,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

else

endif

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_666\_\_\_\_\_\_\_u takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_666\_\_\_\_\_\_\_u=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_666\_\_\_\_\_\_\_u,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_666\_\_\_\_\_\_\_u,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_666\_\_\_\_\_\_\_uActions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_666\_\_\_\_\_\_\_\_\_\_\_\_\_\_uActions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

if IsUnitType(GetAttacker(),UNIT\_TYPE\_HERO)==true and GetUnitAbilityLevel(GetAttacker(),$41303539)>0 then

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetAttacker()),GetUnitY(GetAttacker()),450.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetAttacker()))==true and IsUnitInRange(ydl\_unit,GetAttacker(),150.)==true then

call UnitDamageTarget(GetAttacker(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*.05,false,false,ATTACK\_TYPE\_HERO,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

else

endif

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_666\_\_\_\_\_\_\_\_\_\_\_\_\_\_u takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_666\_\_\_\_\_\_\_\_\_\_\_\_\_\_u=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_666\_\_\_\_\_\_\_\_\_\_\_\_\_\_u,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_666\_\_\_\_\_\_\_\_\_\_\_\_\_\_u,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_666\_\_\_\_\_\_\_\_\_\_\_\_\_\_uActions)

endfunction

function Trig\_\_\_\_\_\_\_6Actions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

if IsUnitType(GetKillingUnit(),UNIT\_TYPE\_HERO)==true and GetUnitAbilityLevel(GetKillingUnit(),$41303432)>0 and GetRandomInt(1,100)<=30 then

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(GetDyingUnit()),GetUnitY(GetDyingUnit()),450.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetKillingUnit()))==true and IsUnitInRange(ydl\_unit,GetDyingUnit(),150.)==true then

call UnitDamageTarget(GetKillingUnit(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetKillingUnit(),false))\*.5,false,false,ATTACK\_TYPE\_HERO,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

else

endif

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_\_\_\_\_\_\_6 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_6=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_6,EVENT\_PLAYER\_UNIT\_DEATH)

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_6,function Trig\_\_\_\_\_\_\_6Actions)

endfunction

function Trig\_Ab25Conditions takes nothing returns boolean

return GetUnitAbilityLevel(GetTriggerUnit(),$41303242)==1 or GetUnitAbilityLevel(GetTriggerUnit(),$41303331)==1 and IsUnitType(GetTriggerUnit(),UNIT\_TYPE\_HERO)==true and GetRandomInt(1,100)<=7

endfunction

function Trig\_Ab25Actions takes nothing returns nothing

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetTriggerUnit(),bj\_MODIFYMETHOD\_ADD,GetHeroLevel(GetTriggerUnit())\*udg\_i\_number)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetTriggerUnit(),bj\_MODIFYMETHOD\_ADD,GetHeroLevel(GetTriggerUnit())\*udg\_i\_number)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetTriggerUnit(),bj\_MODIFYMETHOD\_ADD,GetHeroLevel(GetTriggerUnit())\*udg\_i\_number)

endfunction

function InitTrig\_Ab25 takes nothing returns nothing

set gg\_trg\_Ab25=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab25,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddCondition(gg\_trg\_Ab25,Condition(function Trig\_Ab25Conditions))

call TriggerAddAction(gg\_trg\_Ab25,function Trig\_Ab25Actions)

endfunction

function Trig\_Ab21Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41623231

endfunction

function Trig\_Ab21Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call SaveUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$C303079D,CreateUnit(GetOwningPlayer(GetTriggerUnit()),$756D6A30,GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit()),GetUnitFacing(GetTriggerUnit())))

call UnitAddAbility(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$C303079D),$416D3030)

call SaveUnitHandle(YDHT,GetHandleId(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$C303079D)),$50654F3C,GetTriggerUnit())

call SaveReal(YDHT,GetHandleId(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$C303079D)),$9375D887,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetTriggerUnit(),false))\*1.5-1)

call IssuePointOrder(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$C303079D),"breathoffire",GetSpellTargetX(),GetSpellTargetY())

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_Ab21 takes nothing returns nothing

set gg\_trg\_Ab21=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab21,EVENT\_PLAYER\_UNIT\_SPELL\_EFFECT)

call TriggerAddCondition(gg\_trg\_Ab21,Condition(function Trig\_Ab21Conditions))

call TriggerAddAction(gg\_trg\_Ab21,function Trig\_Ab21Actions)

endfunction

function Trig\_Ab22Conditions takes nothing returns boolean

return GetUnitAbilityLevel(GetAttacker(),$41623232)>0 and GetRandomInt(1,10000)<=500

endfunction

function Trig\_Ab22Actions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call YDWETimerDestroyEffect(2,AddSpecialEffect("Abilities\\Spells\\Undead\\FrostNova\\FrostNovaTarget.mdl",GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit())))

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,LoadReal(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$A99320FA),LoadReal(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FDF65382),300.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetAttacker()))==true and IsUnitInRange(ydl\_unit,GetTriggerUnit(),150.)==true then

call SaveUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$C303079D,CreateUnit(GetOwningPlayer(GetAttacker()),$756D6A30,GetUnitX(ydl\_unit),GetUnitY(ydl\_unit),bj\_UNIT\_FACING))

call UnitAddAbility(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$C303079D),$416D3032)

call IssueTargetOrder(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$C303079D),"attackonce",ydl\_unit)

else

endif

endloop

call DestroyGroup(ydl\_group)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_Ab22 takes nothing returns nothing

set gg\_trg\_Ab22=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab22,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddCondition(gg\_trg\_Ab22,Condition(function Trig\_Ab22Conditions))

call TriggerAddAction(gg\_trg\_Ab22,function Trig\_Ab22Actions)

endfunction

function Trig\_hxjConditions takes nothing returns boolean

return GetUnitTypeId(GetAttacker())==$4F303338 and IsUnitEnemy(GetTriggerUnit(),GetOwningPlayer(GetAttacker()))==true

endfunction

function Trig\_hxjActions takes nothing returns nothing

call UnitDamageTarget(GetAttacker(),GetTriggerUnit(),I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),true)),true,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_NORMAL,WEAPON\_TYPE\_WHOKNOWS)

endfunction

function InitTrig\_hxj takes nothing returns nothing

set gg\_trg\_hxj=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_hxj,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddCondition(gg\_trg\_hxj,Condition(function Trig\_hxjConditions))

call TriggerAddAction(gg\_trg\_hxj,function Trig\_hxjActions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_uConditions takes nothing returns boolean

return GetSpellAbilityId()==$4130324F

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_uFunc001T takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

call SaveInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820,LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820)+1)

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$A99320FA),LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$FDF65382),600.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)))==true and IsUnitInRangeXY(ydl\_unit,LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$A99320FA),LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$FDF65382),300.)==true then

call UnitDamageTarget(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),false))\*.4,false,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

if LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820)>=18 then

call FlushChildHashtable(YDLOC,GetHandleId(GetExpiredTimer()))

call DestroyTimer(GetExpiredTimer())

else

endif

set ydl\_group=null

set ydl\_unit=null

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_uActions takes nothing returns nothing

local timer ydl\_timer

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

set ydl\_timer=CreateTimer()

call SaveInteger(YDLOC,GetHandleId(ydl\_timer),$25DAB820,0)

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$C303079D,GetTriggerUnit())

call SaveReal(YDLOC,GetHandleId(ydl\_timer),$A99320FA,GetSpellTargetX())

call SaveReal(YDLOC,GetHandleId(ydl\_timer),$FDF65382,GetSpellTargetY())

call TimerStart(ydl\_timer,.33,true,function Trig\_\_\_\_\_\_\_\_\_\_uFunc001T)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_timer=null

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_u takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_u=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_u,EVENT\_PLAYER\_UNIT\_SPELL\_EFFECT)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_u,Condition(function Trig\_\_\_\_\_\_\_\_\_\_uConditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_u,function Trig\_\_\_\_\_\_\_\_\_\_uActions)

endfunction

function Trig\_Ab30Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41623330

endfunction

function Trig\_Ab30Func001T takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

call SaveInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820,LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820)+1)

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$A99320FA),LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$FDF65382),600.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)))==true and IsUnitInRangeXY(ydl\_unit,LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$A99320FA),LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$FDF65382),300.)==true then

call UnitDamageTarget(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),false))\*.4,false,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

if LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820)>=9 then

call FlushChildHashtable(YDLOC,GetHandleId(GetExpiredTimer()))

call DestroyTimer(GetExpiredTimer())

else

endif

set ydl\_group=null

set ydl\_unit=null

endfunction

function Trig\_Ab30Actions takes nothing returns nothing

local timer ydl\_timer

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

set ydl\_timer=CreateTimer()

call SaveInteger(YDLOC,GetHandleId(ydl\_timer),$25DAB820,0)

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$C303079D,GetTriggerUnit())

call SaveReal(YDLOC,GetHandleId(ydl\_timer),$A99320FA,GetSpellTargetX())

call SaveReal(YDLOC,GetHandleId(ydl\_timer),$FDF65382,GetSpellTargetY())

call TimerStart(ydl\_timer,.33,true,function Trig\_Ab30Func001T)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_timer=null

endfunction

function InitTrig\_Ab30 takes nothing returns nothing

set gg\_trg\_Ab30=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab30,EVENT\_PLAYER\_UNIT\_SPELL\_EFFECT)

call TriggerAddCondition(gg\_trg\_Ab30,Condition(function Trig\_Ab30Conditions))

call TriggerAddAction(gg\_trg\_Ab30,function Trig\_Ab30Actions)

endfunction

function Trig\_Ab32Conditions takes nothing returns boolean

return GetUnitAbilityLevel(GetAttacker(),$41623332)>0 and GetRandomInt(1,10000)<=50

endfunction

function Trig\_Ab32Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call UnitDamageTarget(GetAttacker(),GetTriggerUnit(),GetUnitState(GetTriggerUnit(),UNIT\_STATE\_MAX\_LIFE),true,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_METAL\_HEAVY\_SLICE)

call SaveTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259,CreateTextTag())

call SetTextTagVisibility(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),true)

call SetTextTagVelocity(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),0.,.04)

call SetTextTagColor(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),255,0,0,255)

call SetTextTagPos(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),GetUnitX(GetAttacker()),GetUnitY(GetAttacker()),0)

call SetTextTagText(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),"bingo!",.24/10.)

call SetTextTagPermanent(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),false)

call SetTextTagLifespan(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),5)

call SetTextTagFadepoint(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),2.)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_Ab32 takes nothing returns nothing

set gg\_trg\_Ab32=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab32,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddCondition(gg\_trg\_Ab32,Condition(function Trig\_Ab32Conditions))

call TriggerAddAction(gg\_trg\_Ab32,function Trig\_Ab32Actions)

endfunction

function Trig\_Ab36Conditions takes nothing returns boolean

return GetUnitAbilityLevel(GetAttacker(),$41303350)>0 and GetRandomInt(1,10000)<=50

endfunction

function Trig\_Ab36Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call AdjustPlayerStateBJ(GetRandomInt(1,1000),GetOwningPlayer(GetAttacker()),PLAYER\_STATE\_RESOURCE\_LUMBER)

call SaveTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259,CreateTextTag())

call SetTextTagVisibility(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),true)

call SetTextTagVelocity(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),0.,.04)

call SetTextTagColor(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),255,0,0,255)

call SetTextTagPos(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),GetUnitX(GetAttacker()),GetUnitY(GetAttacker()),0)

call SetTextTagText(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),"bingo!",.24/10.)

call SetTextTagPermanent(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),false)

call SetTextTagLifespan(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),5)

call SetTextTagFadepoint(LoadTextTagHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$3E5AC259),2.)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_Ab36 takes nothing returns nothing

set gg\_trg\_Ab36=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab36,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddCondition(gg\_trg\_Ab36,Condition(function Trig\_Ab36Conditions))

call TriggerAddAction(gg\_trg\_Ab36,function Trig\_Ab36Actions)

endfunction

function Trig\_Ab40Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41623430

endfunction

function Trig\_Ab40Actions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

call YDWETimerDestroyEffect(2,AddSpecialEffect("Abilities\\Spells\\Undead\\DarkRitual\\DarkRitualTarget.mdl",GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit())))

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetSpellTargetX(),GetSpellTargetY(),600.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetTriggerUnit()))==true and IsUnitInRangeXY(ydl\_unit,GetSpellTargetX(),GetSpellTargetY(),300.)==true then

call UnitDamageTarget(GetTriggerUnit(),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetTriggerUnit(),false))\*1.5,false,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

call YDWETimerDestroyEffect(2,AddSpecialEffect("Abilities\\Spells\\Undead\\RaiseSkeletonWarrior\\RaiseSkeleton.mdl",GetUnitX(ydl\_unit),GetUnitY(ydl\_unit)))

call SetUnitState(GetTriggerUnit(),UNIT\_STATE\_LIFE,GetUnitState(GetTriggerUnit(),UNIT\_STATE\_LIFE)+I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetTriggerUnit(),true))\*.3)

else

endif

endloop

call DestroyGroup(ydl\_group)

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_Ab40 takes nothing returns nothing

set gg\_trg\_Ab40=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab40,EVENT\_PLAYER\_UNIT\_SPELL\_EFFECT)

call TriggerAddCondition(gg\_trg\_Ab40,Condition(function Trig\_Ab40Conditions))

call TriggerAddAction(gg\_trg\_Ab40,function Trig\_Ab40Actions)

endfunction

function Trig\_zhaohuanConditions takes nothing returns boolean

return IsUnitType(GetSummoningUnit(),UNIT\_TYPE\_HERO)==true and GetUnitTypeId(GetSummonedUnit())==$4F303047

endfunction

function Trig\_zhaohuanActions takes nothing returns nothing

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetSummonedUnit(),bj\_MODIFYMETHOD\_ADD,GetUnitAbilityLevel(GetSummoningUnit(),$41303230)\*GetHeroStatBJ(bj\_HEROSTAT\_STR,GetSummoningUnit(),true))

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetSummonedUnit(),bj\_MODIFYMETHOD\_ADD,GetUnitAbilityLevel(GetSummoningUnit(),$41303230)\*GetHeroStatBJ(bj\_HEROSTAT\_STR,GetSummoningUnit(),true))

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetSummonedUnit(),bj\_MODIFYMETHOD\_ADD,GetUnitAbilityLevel(GetSummoningUnit(),$41303230)\*GetHeroStatBJ(bj\_HEROSTAT\_STR,GetSummoningUnit(),true))

endfunction

function InitTrig\_zhaohuan takes nothing returns nothing

set gg\_trg\_zhaohuan=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_zhaohuan,EVENT\_PLAYER\_UNIT\_SUMMON)

call TriggerAddCondition(gg\_trg\_zhaohuan,Condition(function Trig\_zhaohuanConditions))

call TriggerAddAction(gg\_trg\_zhaohuan,function Trig\_zhaohuanActions)

endfunction

function Trig\_zhaohuan1Conditions takes nothing returns boolean

return IsUnitType(GetSummoningUnit(),UNIT\_TYPE\_HERO)==true and GetUnitTypeId(GetSummonedUnit())==$4F303130

endfunction

function Trig\_zhaohuan1Actions takes nothing returns nothing

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetSummonedUnit(),bj\_MODIFYMETHOD\_ADD,GetHeroStatBJ(bj\_HEROSTAT\_STR,GetSummoningUnit(),true)\*2)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetSummonedUnit(),bj\_MODIFYMETHOD\_ADD,GetHeroStatBJ(bj\_HEROSTAT\_STR,GetSummoningUnit(),true)\*2)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetSummonedUnit(),bj\_MODIFYMETHOD\_ADD,GetHeroStatBJ(bj\_HEROSTAT\_STR,GetSummoningUnit(),true)\*2)

endfunction

function InitTrig\_zhaohuan1 takes nothing returns nothing

set gg\_trg\_zhaohuan1=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_zhaohuan1,EVENT\_PLAYER\_UNIT\_SUMMON)

call TriggerAddCondition(gg\_trg\_zhaohuan1,Condition(function Trig\_zhaohuan1Conditions))

call TriggerAddAction(gg\_trg\_zhaohuan1,function Trig\_zhaohuan1Actions)

endfunction

function Trig\_zhaohuan2Conditions takes nothing returns boolean

return IsUnitType(GetSummoningUnit(),UNIT\_TYPE\_HERO)==true and GetUnitTypeId(GetSummonedUnit())==$4F303343

endfunction

function Trig\_zhaohuan2Actions takes nothing returns nothing

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetSummonedUnit(),bj\_MODIFYMETHOD\_ADD,GetHeroStatBJ(bj\_HEROSTAT\_STR,GetSummoningUnit(),false)\*6)

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetSummonedUnit(),bj\_MODIFYMETHOD\_ADD,GetHeroStatBJ(bj\_HEROSTAT\_STR,GetSummoningUnit(),false)\*6)

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetSummonedUnit(),bj\_MODIFYMETHOD\_ADD,GetHeroStatBJ(bj\_HEROSTAT\_STR,GetSummoningUnit(),false)\*6)

endfunction

function InitTrig\_zhaohuan2 takes nothing returns nothing

set gg\_trg\_zhaohuan2=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_zhaohuan2,EVENT\_PLAYER\_UNIT\_SUMMON)

call TriggerAddCondition(gg\_trg\_zhaohuan2,Condition(function Trig\_zhaohuan2Conditions))

call TriggerAddAction(gg\_trg\_zhaohuan2,function Trig\_zhaohuan2Actions)

endfunction

function Trig\_Ab41Conditions takes nothing returns boolean

return GetIssuedOrderIdBJ()==String2OrderIdBJ("immolation")

endfunction

function Trig\_Ab41Func001T takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

call SetUnitState(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),UNIT\_STATE\_LIFE,GetUnitState(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),UNIT\_STATE\_LIFE)-GetUnitState(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),UNIT\_STATE\_MAX\_LIFE)\*.02)

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetUnitX(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)),GetUnitY(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)),320.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)))==true and IsUnitInRange(ydl\_unit,LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),160.)==true then

call UnitDamageTarget(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),false))\*.7,false,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

call SetUnitState(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),UNIT\_STATE\_LIFE,GetUnitState(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),UNIT\_STATE\_LIFE)+I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),true))\*.06)

else

endif

endloop

call DestroyGroup(ydl\_group)

if UnitHasBuffBJ(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),$4245696D)!=true then

call FlushChildHashtable(YDLOC,GetHandleId(GetExpiredTimer()))

call DestroyTimer(GetExpiredTimer())

else

endif

set ydl\_group=null

set ydl\_unit=null

endfunction

function Trig\_Ab41Actions takes nothing returns nothing

local timer ydl\_timer

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

set ydl\_timer=CreateTimer()

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$C303079D,GetTriggerUnit())

call TimerStart(ydl\_timer,1.,true,function Trig\_Ab41Func001T)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_timer=null

endfunction

function InitTrig\_Ab41 takes nothing returns nothing

set gg\_trg\_Ab41=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab41,EVENT\_PLAYER\_UNIT\_ISSUED\_ORDER)

call TriggerAddCondition(gg\_trg\_Ab41,Condition(function Trig\_Ab41Conditions))

call TriggerAddAction(gg\_trg\_Ab41,function Trig\_Ab41Actions)

endfunction

function Trig\_Ab42Conditions takes nothing returns boolean

return GetUnitAbilityLevel(GetAttacker(),$41623432)>0 and GetRandomInt(1,10000)<=500

endfunction

function Trig\_Ab42Actions takes nothing returns nothing

call UnitDamageTarget(GetAttacker(),GetTriggerUnit(),I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*.75,true,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_METAL\_HEAVY\_SLICE)

call SetUnitState(GetAttacker(),UNIT\_STATE\_LIFE,GetUnitState(GetAttacker(),UNIT\_STATE\_LIFE)+I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),true))\*.15)

endfunction

function InitTrig\_Ab42 takes nothing returns nothing

set gg\_trg\_Ab42=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab42,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddCondition(gg\_trg\_Ab42,Condition(function Trig\_Ab42Conditions))

call TriggerAddAction(gg\_trg\_Ab42,function Trig\_Ab42Actions)

endfunction

function Trig\_fujiashuxConditions takes nothing returns boolean

return GetUnitAbilityLevel(GetDyingUnit(),$41303436)>0 and GetRandomInt(1,10000)<=2000

endfunction

function Trig\_fujiashuxActions takes nothing returns nothing

call ModifyHeroStat(bj\_HEROSTAT\_STR,GetDyingUnit(),bj\_MODIFYMETHOD\_ADD,GetHeroStatBJ(bj\_HEROSTAT\_STR,GetDyingUnit(),false)/GetRandomInt(70,200))

call ModifyHeroStat(bj\_HEROSTAT\_AGI,GetDyingUnit(),bj\_MODIFYMETHOD\_ADD,GetHeroStatBJ(bj\_HEROSTAT\_STR,GetDyingUnit(),false)/GetRandomInt(70,200))

call ModifyHeroStat(bj\_HEROSTAT\_INT,GetDyingUnit(),bj\_MODIFYMETHOD\_ADD,GetHeroStatBJ(bj\_HEROSTAT\_STR,GetDyingUnit(),false)/GetRandomInt(70,200))

endfunction

function InitTrig\_fujiashux takes nothing returns nothing

set gg\_trg\_fujiashux=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_fujiashux,EVENT\_PLAYER\_UNIT\_DEATH)

call TriggerAddCondition(gg\_trg\_fujiashux,Condition(function Trig\_fujiashuxConditions))

call TriggerAddAction(gg\_trg\_fujiashux,function Trig\_fujiashuxActions)

endfunction

function Trig\_Ab414Actions takes nothing returns nothing

if GetUnitAbilityLevel(GetAttacker(),$41303238)>0 and GetRandomInt(1,10000)<=700 then

call UnitDamageTarget(GetAttacker(),GetTriggerUnit(),I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*.5,true,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_METAL\_HEAVY\_SLICE)

else

endif

if GetUnitAbilityLevel(GetAttacker(),$41303232)>0 and GetRandomInt(1,10000)<=700 then

call UnitDamageTarget(GetAttacker(),GetTriggerUnit(),I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*.75,true,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_METAL\_HEAVY\_SLICE)

else

endif

endfunction

function InitTrig\_Ab414 takes nothing returns nothing

set gg\_trg\_Ab414=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab414,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddAction(gg\_trg\_Ab414,function Trig\_Ab414Actions)

endfunction

function Trig\_Ab413Conditions takes nothing returns boolean

return GetUnitAbilityLevel(GetAttacker(),$41303231)>0 and GetRandomInt(1,10000)<=500

endfunction

function Trig\_Ab413Actions takes nothing returns nothing

call UnitDamageTarget(GetAttacker(),GetTriggerUnit(),I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*.5,true,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_METAL\_HEAVY\_SLICE)

endfunction

function InitTrig\_Ab413 takes nothing returns nothing

set gg\_trg\_Ab413=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab413,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddCondition(gg\_trg\_Ab413,Condition(function Trig\_Ab413Conditions))

call TriggerAddAction(gg\_trg\_Ab413,function Trig\_Ab413Actions)

endfunction

function Trig\_Ab59Conditions takes nothing returns boolean

return GetUnitAbilityLevel(GetAttacker(),$41303250)>0 and GetRandomInt(1,1000)<=150

endfunction

function Trig\_Ab59Actions takes nothing returns nothing

call UnitDamageTarget(GetAttacker(),GetTriggerUnit(),I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,GetAttacker(),false))\*.3,true,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_METAL\_HEAVY\_SLICE)

endfunction

function InitTrig\_Ab59 takes nothing returns nothing

set gg\_trg\_Ab59=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab59,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddCondition(gg\_trg\_Ab59,Condition(function Trig\_Ab59Conditions))

call TriggerAddAction(gg\_trg\_Ab59,function Trig\_Ab59Actions)

endfunction

function Trig\_Ab50Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41623530

endfunction

function Trig\_Ab50Func002Func001Func001Func003T takes nothing returns nothing

call SaveInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820,LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820)+1)

call UnitDamageTarget(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$1BF14788),I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),false))\*.3,false,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

call YDWETimerDestroyEffect(1.,AddSpecialEffectTarget("Abilities\\Spells\\Other\\Stampede\\StampedeMissileDeath.mdl",LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$1BF14788),"chest"))

if LoadInteger(YDLOC,GetHandleId(GetExpiredTimer()),$25DAB820)>=8 then

call FlushChildHashtable(YDLOC,GetHandleId(GetExpiredTimer()))

call DestroyTimer(GetExpiredTimer())

else

endif

endfunction

function Trig\_Ab50Func002T takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

local timer ydl\_timer

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$A99320FA),LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$FDF65382),600.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)))==true and IsUnitInRangeXY(ydl\_unit,LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$A99320FA),LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$FDF65382),300.)==true then

call UnitDamageTarget(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),false))\*1.2,false,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

call YDWETimerDestroyEffect(1.,AddSpecialEffectTarget("Abilities\\Spells\\Other\\Stampede\\StampedeMissileDeath.mdl",ydl\_unit,"chest"))

set ydl\_timer=CreateTimer()

call SaveInteger(YDLOC,GetHandleId(ydl\_timer),$25DAB820,0)

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$C303079D,LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D))

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$1BF14788,ydl\_unit)

call SaveReal(YDLOC,GetHandleId(ydl\_timer),$A99320FA,LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$A99320FA))

call SaveReal(YDLOC,GetHandleId(ydl\_timer),$FDF65382,LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$FDF65382))

call TimerStart(ydl\_timer,1.,true,function Trig\_Ab50Func002Func001Func001Func003T)

else

endif

endloop

call DestroyGroup(ydl\_group)

call FlushChildHashtable(YDLOC,GetHandleId(GetExpiredTimer()))

call DestroyTimer(GetExpiredTimer())

set ydl\_group=null

set ydl\_unit=null

set ydl\_timer=null

endfunction

function Trig\_Ab50Actions takes nothing returns nothing

local timer ydl\_timer

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call YDWETimerDestroyEffect(2,AddSpecialEffect("Units\\Undead\\Abomination\\AbominationExplosion.mdl",GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit())))

set ydl\_timer=CreateTimer()

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$C303079D,GetTriggerUnit())

call SaveReal(YDLOC,GetHandleId(ydl\_timer),$A99320FA,GetUnitX(GetTriggerUnit()))

call SaveReal(YDLOC,GetHandleId(ydl\_timer),$FDF65382,GetUnitY(GetTriggerUnit()))

call TimerStart(ydl\_timer,.25,false,function Trig\_Ab50Func002T)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_timer=null

endfunction

function InitTrig\_Ab50 takes nothing returns nothing

set gg\_trg\_Ab50=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab50,EVENT\_PLAYER\_UNIT\_SPELL\_EFFECT)

call TriggerAddCondition(gg\_trg\_Ab50,Condition(function Trig\_Ab50Conditions))

call TriggerAddAction(gg\_trg\_Ab50,function Trig\_Ab50Actions)

endfunction

function Trig\_Ab51Conditions takes nothing returns boolean

return GetSpellAbilityId()==$41623531

endfunction

function Trig\_Ab51Actions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,GetSpellTargetX(),GetSpellTargetY(),600.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(GetTriggerUnit()))==true and IsUnitInRangeXY(ydl\_unit,GetSpellTargetX(),GetSpellTargetY(),300.)==true then

call SaveUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$C303079D,CreateUnit(GetOwningPlayer(GetTriggerUnit()),$756D6A30,GetUnitX(ydl\_unit),GetUnitY(ydl\_unit),bj\_UNIT\_FACING))

call UnitAddAbility(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$C303079D),$416D3033)

call IssueTargetOrder(LoadUnitHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$C303079D),"slow",ydl\_unit)

else

endif

endloop

call DestroyGroup(ydl\_group)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_Ab51 takes nothing returns nothing

set gg\_trg\_Ab51=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab51,EVENT\_PLAYER\_UNIT\_SPELL\_EFFECT)

call TriggerAddCondition(gg\_trg\_Ab51,Condition(function Trig\_Ab51Conditions))

call TriggerAddAction(gg\_trg\_Ab51,function Trig\_Ab51Actions)

endfunction

function Trig\_Ab52Conditions takes nothing returns boolean

return GetUnitAbilityLevel(GetAttacker(),$41623532)>0 and GetRandomInt(1,10000)<=500

endfunction

function Trig\_Ab52Func002T takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

set ydl\_group=CreateGroup()

call GroupEnumUnitsInRange(ydl\_group,LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$A99320FA),LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$FDF65382),600.,null)

loop

set ydl\_unit=FirstOfGroup(ydl\_group)

exitwhen ydl\_unit==null

call GroupRemoveUnit(ydl\_group,ydl\_unit)

if IsUnitEnemy(ydl\_unit,GetOwningPlayer(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D)))==true and IsUnitInRangeXY(ydl\_unit,LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$A99320FA),LoadReal(YDLOC,GetHandleId(GetExpiredTimer()),$FDF65382),300.)==true then

call UnitDamageTarget(LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),ydl\_unit,I2R(GetHeroStatBJ(bj\_HEROSTAT\_STR,LoadUnitHandle(YDLOC,GetHandleId(GetExpiredTimer()),$C303079D),false))\*.3,false,false,ATTACK\_TYPE\_NORMAL,DAMAGE\_TYPE\_UNIVERSAL,WEAPON\_TYPE\_WHOKNOWS)

else

endif

endloop

call DestroyGroup(ydl\_group)

call FlushChildHashtable(YDLOC,GetHandleId(GetExpiredTimer()))

call DestroyTimer(GetExpiredTimer())

set ydl\_group=null

set ydl\_unit=null

endfunction

function Trig\_Ab52Actions takes nothing returns nothing

local timer ydl\_timer

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call YDWETimerDestroyEffect(2,AddSpecialEffect("Units\\Undead\\Abomination\\AbominationExplosion.mdl",GetUnitX(GetTriggerUnit()),GetUnitY(GetTriggerUnit())))

set ydl\_timer=CreateTimer()

call SaveUnitHandle(YDLOC,GetHandleId(ydl\_timer),$C303079D,GetAttacker())

call SaveReal(YDLOC,GetHandleId(ydl\_timer),$A99320FA,GetUnitX(GetAttacker()))

call SaveReal(YDLOC,GetHandleId(ydl\_timer),$FDF65382,GetUnitY(GetAttacker()))

call TimerStart(ydl\_timer,.25,false,function Trig\_Ab52Func002T)

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_timer=null

endfunction

function InitTrig\_Ab52 takes nothing returns nothing

set gg\_trg\_Ab52=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Ab52,EVENT\_PLAYER\_UNIT\_ATTACKED)

call TriggerAddCondition(gg\_trg\_Ab52,Condition(function Trig\_Ab52Conditions))

call TriggerAddAction(gg\_trg\_Ab52,function Trig\_Ab52Actions)

endfunction

function Trig\_\_\_\_AAAAConditions takes nothing returns boolean

return IsUnitAlly(GetAttacker(),Player(0))==true

endfunction

function Trig\_\_\_\_AAAAActions takes nothing returns nothing

call IssueImmediateOrder(GetAttacker(),"stop")

call DisplayTextToForce(GetPlayersAll(),GetUnitName(GetAttacker())+"别打我再打我要生气了")

endfunction

function InitTrig\_\_\_\_AAAA takes nothing returns nothing

set gg\_trg\_\_\_\_AAAA=CreateTrigger()

call DoNothing()

call TriggerRegisterUnitEvent(gg\_trg\_\_\_\_AAAA,gg\_unit\_o007\_0013,EVENT\_UNIT\_ATTACKED)

call TriggerAddCondition(gg\_trg\_\_\_\_AAAA,Condition(function Trig\_\_\_\_AAAAConditions))

call TriggerAddAction(gg\_trg\_\_\_\_AAAA,function Trig\_\_\_\_AAAAActions)

endfunction

function Trig\_Player\_LeaveFunc003A takes nothing returns nothing

call RemoveUnit(GetEnumUnit())

endfunction

function Trig\_Player\_LeaveActions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call DisplayTimedTextToForce(GetPlayersAll(),30.,YDWEGetPlayerColorString(GetTriggerPlayer(),GetPlayerName(GetTriggerPlayer()))+"离开了游戏！")

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E,YDWEGetUnitsOfPlayerAllNull(GetTriggerPlayer()))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E),function Trig\_Player\_LeaveFunc003A)

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E))

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_Player\_Leave takes nothing returns nothing

set gg\_trg\_Player\_Leave=CreateTrigger()

call DoNothing()

call TriggerRegisterPlayerEventLeave(gg\_trg\_Player\_Leave,Player(0))

call TriggerRegisterPlayerEventLeave(gg\_trg\_Player\_Leave,Player(1))

call TriggerRegisterPlayerEventLeave(gg\_trg\_Player\_Leave,Player(2))

call TriggerRegisterPlayerEventLeave(gg\_trg\_Player\_Leave,Player(3))

call TriggerRegisterPlayerEventLeave(gg\_trg\_Player\_Leave,Player(4))

call TriggerRegisterPlayerEventLeave(gg\_trg\_Player\_Leave,Player(5))

call TriggerRegisterPlayerEventLeave(gg\_trg\_Player\_Leave,Player(6))

call TriggerRegisterPlayerEventLeave(gg\_trg\_Player\_Leave,Player(7))

call TriggerRegisterPlayerEventLeave(gg\_trg\_Player\_Leave,Player(8))

call TriggerRegisterPlayerEventLeave(gg\_trg\_Player\_Leave,Player(9))

call TriggerRegisterPlayerEventLeave(gg\_trg\_Player\_Leave,Player(10))

call TriggerRegisterPlayerEventLeave(gg\_trg\_Player\_Leave,Player(11))

call TriggerRegisterPlayerEventLeave(gg\_trg\_Player\_Leave,Player(12))

call TriggerRegisterPlayerEventLeave(gg\_trg\_Player\_Leave,Player(13))

call TriggerRegisterPlayerEventLeave(gg\_trg\_Player\_Leave,Player(14))

call TriggerRegisterPlayerEventLeave(gg\_trg\_Player\_Leave,Player(15))

call TriggerAddAction(gg\_trg\_Player\_Leave,function Trig\_Player\_LeaveActions)

endfunction

function Trig\_Training\_BuyFunc001Func003003002 takes nothing returns boolean

return GetOwningPlayer(GetFilterUnit())==Player(PLAYER\_NEUTRAL\_AGGRESSIVE)

endfunction

function Trig\_Training\_BuyFunc001Func004A takes nothing returns nothing

call RemoveUnit(GetEnumUnit())

endfunction

function Trig\_Training\_BuyFunc002Func002003002 takes nothing returns boolean

return GetOwningPlayer(GetFilterUnit())==Player(PLAYER\_NEUTRAL\_AGGRESSIVE)

endfunction

function Trig\_Training\_BuyFunc002Func003A takes nothing returns nothing

call RemoveUnit(GetEnumUnit())

endfunction

function Trig\_Training\_BuyFunc003Func002003002 takes nothing returns boolean

return GetOwningPlayer(GetFilterUnit())==Player(PLAYER\_NEUTRAL\_AGGRESSIVE)

endfunction

function Trig\_Training\_BuyFunc003Func003A takes nothing returns nothing

call RemoveUnit(GetEnumUnit())

endfunction

function Trig\_Training\_BuyFunc004Func002003002 takes nothing returns boolean

return GetOwningPlayer(GetFilterUnit())==Player(PLAYER\_NEUTRAL\_AGGRESSIVE)

endfunction

function Trig\_Training\_BuyFunc004Func003A takes nothing returns nothing

call RemoveUnit(GetEnumUnit())

endfunction

function Trig\_Training\_BuyFunc005Func002003002 takes nothing returns boolean

return GetOwningPlayer(GetFilterUnit())==Player(PLAYER\_NEUTRAL\_AGGRESSIVE)

endfunction

function Trig\_Training\_BuyFunc005Func003A takes nothing returns nothing

call RemoveUnit(GetEnumUnit())

endfunction

function Trig\_Training\_BuyFunc006Func002003002 takes nothing returns boolean

return GetOwningPlayer(GetFilterUnit())==Player(PLAYER\_NEUTRAL\_AGGRESSIVE)

endfunction

function Trig\_Training\_BuyFunc006Func003A takes nothing returns nothing

call RemoveUnit(GetEnumUnit())

endfunction

function Trig\_Training\_BuyFunc007Func002003002 takes nothing returns boolean

return GetOwningPlayer(GetFilterUnit())==Player(PLAYER\_NEUTRAL\_AGGRESSIVE)

endfunction

function Trig\_Training\_BuyFunc007Func003A takes nothing returns nothing

call RemoveUnit(GetEnumUnit())

endfunction

function Trig\_Training\_BuyFunc008Func002003002 takes nothing returns boolean

return GetOwningPlayer(GetFilterUnit())==Player(PLAYER\_NEUTRAL\_AGGRESSIVE)

endfunction

function Trig\_Training\_BuyFunc008Func003A takes nothing returns nothing

call RemoveUnit(GetEnumUnit())

endfunction

function Trig\_Training\_BuyActions takes nothing returns nothing

local group ydl\_group

local unit ydl\_unit

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

if GetOwningPlayer(GetTriggerUnit())==Player(0) then

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E,GetUnitTypeId(GetTrainedUnit()))

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3,YDWEGetUnitsInRectMatchingNull(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c10,Condition(function Trig\_Training\_BuyFunc001Func003003002)))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3),function Trig\_Training\_BuyFunc001Func004A)

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3))

call RemoveUnit(GetTrainedUnit())

set bj\_forLoopBIndex=1

set bj\_forLoopBIndexEnd=16

loop

exitwhen bj\_forLoopBIndex>bj\_forLoopBIndexEnd

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E),GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c10),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c10)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c10),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c10)),GetRandomDirectionDeg())

set bj\_forLoopBIndex=bj\_forLoopBIndex+1

endloop

else

endif

if GetOwningPlayer(GetTriggerUnit())==Player(1) then

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E,GetUnitTypeId(GetTrainedUnit()))

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3,YDWEGetUnitsInRectMatchingNull(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c11,Condition(function Trig\_Training\_BuyFunc002Func002003002)))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3),function Trig\_Training\_BuyFunc002Func003A)

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3))

call RemoveUnit(GetTrainedUnit())

set bj\_forLoopBIndex=1

set bj\_forLoopBIndexEnd=16

loop

exitwhen bj\_forLoopBIndex>bj\_forLoopBIndexEnd

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E),GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c11),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c11)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c11),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c11)),GetRandomDirectionDeg())

set bj\_forLoopBIndex=bj\_forLoopBIndex+1

endloop

else

endif

if GetOwningPlayer(GetTriggerUnit())==Player(2) then

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E,GetUnitTypeId(GetTrainedUnit()))

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3,YDWEGetUnitsInRectMatchingNull(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c12,Condition(function Trig\_Training\_BuyFunc003Func002003002)))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3),function Trig\_Training\_BuyFunc003Func003A)

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3))

call RemoveUnit(GetTrainedUnit())

set bj\_forLoopBIndex=1

set bj\_forLoopBIndexEnd=16

loop

exitwhen bj\_forLoopBIndex>bj\_forLoopBIndexEnd

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E),GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c12),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c12)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c12),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c12)),GetRandomDirectionDeg())

set bj\_forLoopBIndex=bj\_forLoopBIndex+1

endloop

else

endif

if GetOwningPlayer(GetTriggerUnit())==Player(3) then

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E,GetUnitTypeId(GetTrainedUnit()))

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3,YDWEGetUnitsInRectMatchingNull(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c13,Condition(function Trig\_Training\_BuyFunc004Func002003002)))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3),function Trig\_Training\_BuyFunc004Func003A)

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3))

call RemoveUnit(GetTrainedUnit())

set bj\_forLoopBIndex=1

set bj\_forLoopBIndexEnd=16

loop

exitwhen bj\_forLoopBIndex>bj\_forLoopBIndexEnd

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E),GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c13),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c13)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c13),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c13)),GetRandomDirectionDeg())

set bj\_forLoopBIndex=bj\_forLoopBIndex+1

endloop

else

endif

if GetOwningPlayer(GetTriggerUnit())==Player(4) then

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E,GetUnitTypeId(GetTrainedUnit()))

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3,YDWEGetUnitsInRectMatchingNull(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c20,Condition(function Trig\_Training\_BuyFunc005Func002003002)))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3),function Trig\_Training\_BuyFunc005Func003A)

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3))

call RemoveUnit(GetTrainedUnit())

set bj\_forLoopBIndex=1

set bj\_forLoopBIndexEnd=16

loop

exitwhen bj\_forLoopBIndex>bj\_forLoopBIndexEnd

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E),GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c20),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c20)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c20),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c20)),GetRandomDirectionDeg())

set bj\_forLoopBIndex=bj\_forLoopBIndex+1

endloop

else

endif

if GetOwningPlayer(GetTriggerUnit())==Player(5) then

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E,GetUnitTypeId(GetTrainedUnit()))

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3,YDWEGetUnitsInRectMatchingNull(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c21,Condition(function Trig\_Training\_BuyFunc006Func002003002)))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3),function Trig\_Training\_BuyFunc006Func003A)

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3))

call RemoveUnit(GetTrainedUnit())

set bj\_forLoopBIndex=1

set bj\_forLoopBIndexEnd=16

loop

exitwhen bj\_forLoopBIndex>bj\_forLoopBIndexEnd

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E),GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c21),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c21)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c21),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c21)),GetRandomDirectionDeg())

set bj\_forLoopBIndex=bj\_forLoopBIndex+1

endloop

else

endif

if GetOwningPlayer(GetTriggerUnit())==Player(6) then

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E,GetUnitTypeId(GetTrainedUnit()))

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3,YDWEGetUnitsInRectMatchingNull(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c22,Condition(function Trig\_Training\_BuyFunc007Func002003002)))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3),function Trig\_Training\_BuyFunc007Func003A)

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3))

call RemoveUnit(GetTrainedUnit())

set bj\_forLoopBIndex=1

set bj\_forLoopBIndexEnd=16

loop

exitwhen bj\_forLoopBIndex>bj\_forLoopBIndexEnd

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E),GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c22),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c22)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c22),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c22)),GetRandomDirectionDeg())

set bj\_forLoopBIndex=bj\_forLoopBIndex+1

endloop

else

endif

if GetOwningPlayer(GetTriggerUnit())==Player(7) then

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E,GetUnitTypeId(GetTrainedUnit()))

call SaveGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3,YDWEGetUnitsInRectMatchingNull(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c23,Condition(function Trig\_Training\_BuyFunc008Func002003002)))

call ForGroupBJ(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3),function Trig\_Training\_BuyFunc008Func003A)

call DestroyGroup(LoadGroupHandle(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$FB5DCCA3))

call RemoveUnit(GetTrainedUnit())

set bj\_forLoopBIndex=1

set bj\_forLoopBIndexEnd=16

loop

exitwhen bj\_forLoopBIndex>bj\_forLoopBIndexEnd

call CreateUnit(Player(PLAYER\_NEUTRAL\_AGGRESSIVE),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$5B7C374E),GetRandomReal(GetRectMinX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c23),GetRectMaxX(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c23)),GetRandomReal(GetRectMinY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c23),GetRectMaxY(gg\_rct\_\_\_\_\_\_\_\_\_\_\_\_\_c23)),GetRandomDirectionDeg())

set bj\_forLoopBIndex=bj\_forLoopBIndex+1

endloop

else

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

set ydl\_group=null

set ydl\_unit=null

endfunction

function InitTrig\_Training\_Buy takes nothing returns nothing

set gg\_trg\_Training\_Buy=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_Training\_Buy,EVENT\_PLAYER\_UNIT\_TRAIN\_FINISH)

call TriggerAddAction(gg\_trg\_Training\_Buy,function Trig\_Training\_BuyActions)

endfunction

function Trig\_\_\_\_\_\_\_1Conditions takes nothing returns boolean

return GetUnitTypeId(GetSellingUnit())==$6F303030 or GetUnitTypeId(GetSellingUnit())==$6F30304C

endfunction

function Trig\_\_\_\_\_\_\_1Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call RemoveUnit(GetSoldUnit())

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="陈韶" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303046)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="华仔来了" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30304B)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="帅气皮卡丘" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30304A)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="少年梦丶775" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30304D)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="熊猫TV2045892" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30304F)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),"喜欢看魔兽直播的关注下熊猫TV2045892")

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="洛子雯" or GetPlayerName(GetTriggerPlayer())=="小莫000" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303050)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="半世繁华" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303052)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="克玉" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303051)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="-\_-超能老人" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303054)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="永世的存在" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303055)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="坏蛋丶宵" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303055)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="废材你个渣渣" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303057)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="丿尐姊借" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303057)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="那厮爆菊崽" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303056)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="半夏暖阳丶" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303058)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="赵云丿伤丿" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303132)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="点滴t生活" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303133)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="ChengWu" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303134)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="伊藤Ethan" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303145)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="极品花楼" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303146)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="蓝颜毒刺骨" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303147)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="a冰红茶丶" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303148)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="摸摸扎xyy" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303149)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="谢小帅" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30314A)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="骚噶2" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30314B)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="夢君" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30314C)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="违规昵称34D" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30314E)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="薄年" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30314F)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="毁你一世" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303059)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_1 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_1=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_1,EVENT\_PLAYER\_UNIT\_SELL)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_1,Condition(function Trig\_\_\_\_\_\_\_1Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_1,function Trig\_\_\_\_\_\_\_1Actions)

endfunction

function Trig\_\_\_\_\_\_\_22Conditions takes nothing returns boolean

return GetUnitTypeId(GetSellingUnit())==$6F303030

endfunction

function Trig\_\_\_\_\_\_\_22Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call RemoveUnit(GetSoldUnit())

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="至高神" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30314D)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49303253,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49303235,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call AddPlayerTechResearched(GetOwningPlayer(GetTriggerUnit()),$52303032,4)

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_22 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_22=CreateTrigger()

call DisableTrigger(gg\_trg\_\_\_\_\_\_\_22)

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_22,EVENT\_PLAYER\_UNIT\_SELL)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_22,Condition(function Trig\_\_\_\_\_\_\_22Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_22,function Trig\_\_\_\_\_\_\_22Actions)

endfunction

function Trig\_\_\_\_\_\_\_22\_\_\_\_\_\_\_uConditions takes nothing returns boolean

return GetUnitTypeId(GetSellingUnit())==$6F303030 or GetUnitTypeId(GetSellingUnit())==$6F30304C

endfunction

function Trig\_\_\_\_\_\_\_22\_\_\_\_\_\_\_uActions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call RemoveUnit(GetSoldUnit())

if GetUnitTypeId(GetSoldUnit())==$65303037 then

if GetPlayerName(GetTriggerPlayer())=="倩er" or GetPlayerName(GetTriggerPlayer())=="左手合" or GetPlayerName(GetTriggerPlayer())=="暴击100" or GetPlayerName(GetTriggerPlayer())=="丶比車狂" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303259)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303035 then

if GetPlayerName(GetTriggerPlayer())=="贝克街" or GetPlayerName(GetTriggerPlayer())=="GG思密达da" or GetPlayerName(GetTriggerPlayer())=="左手合" or GetPlayerName(GetTriggerPlayer())=="暴击100" or GetPlayerName(GetTriggerPlayer())=="带你私奔" or GetPlayerName(GetTriggerPlayer())=="尼玛班级操" or GetPlayerName(GetTriggerPlayer())=="至高神" or GetPlayerName(GetTriggerPlayer())=="宇智波佐" or GetPlayerName(GetTriggerPlayer())=="Allure丶Love11" or GetPlayerName(GetTriggerPlayer())=="哆姩鎆" or GetPlayerName(GetTriggerPlayer())=="妄想雪儿开麦的月" or GetPlayerName(GetTriggerPlayer())=="倩er" or GetPlayerName(GetTriggerPlayer())=="绘梦丶守月" or GetPlayerName(GetTriggerPlayer())=="南风灬寄语" or GetPlayerName(GetTriggerPlayer())=="StarFox" or GetPlayerName(GetTriggerPlayer())=="梦魇弑神" or GetPlayerName(GetTriggerPlayer())=="雪舞冰霜" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303135)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303036 then

if GetPlayerName(GetTriggerPlayer())=="樱花盼雪季" or GetPlayerName(GetTriggerPlayer())=="空杯酒" or GetPlayerName(GetTriggerPlayer())=="丛林百步梯" or GetPlayerName(GetTriggerPlayer())=="nidajiu" or GetPlayerName(GetTriggerPlayer())=="这么这么叼" or GetPlayerName(GetTriggerPlayer())=="狂火" or GetPlayerName(GetTriggerPlayer())=="Dab丶菩提" or GetPlayerName(GetTriggerPlayer())=="左手合" or GetPlayerName(GetTriggerPlayer())=="暴击100" or GetPlayerName(GetTriggerPlayer())=="鑫途" or GetPlayerName(GetTriggerPlayer())=="无趣无奈" or GetPlayerName(GetTriggerPlayer())=="JK007" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303258)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="络缨" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303131)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="358430947" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303150)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="唯我灬随缘" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303152)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49303235,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="看冬雪" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303150)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="范德萨了吗" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303136)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="Justaslove" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30324C)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="无CD" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30324E)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="明无泪" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30324F)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="你是老牛我是嫩草" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303250)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="文文" or GetPlayerName(GetTriggerPlayer())=="无敌的文文" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30324D)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="失去灬珍惜" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30325A)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="mm纸醉金迷。" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303330)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="丶丿骚" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303336)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="善良得死神" or GetPlayerName(GetTriggerPlayer())=="善良d死神" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303337)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="妄想雪儿开麦的月" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303338)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="一念魔丶" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303339)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="你腐败了" or GetPlayerName(GetTriggerPlayer())=="成精病院" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303341)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="墨迹" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303342)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49303234,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="神丶灭天下" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303345)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="太妃榛果糖" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303348)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="夕阳西下几" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30334A)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="Sheep丶浮生" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303349)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="倩er" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30334B)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="Negh" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30334E)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="尊开心" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30334C)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

if GetUnitTypeId(GetSoldUnit())==$65303033 then

if GetPlayerName(GetTriggerPlayer())=="一世韶华" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303350)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

endif

else

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_22\_\_\_\_\_\_\_u takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_22\_\_\_\_\_\_\_u=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_22\_\_\_\_\_\_\_u,EVENT\_PLAYER\_UNIT\_SELL)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_22\_\_\_\_\_\_\_u,Condition(function Trig\_\_\_\_\_\_\_22\_\_\_\_\_\_\_uConditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_22\_\_\_\_\_\_\_u,function Trig\_\_\_\_\_\_\_22\_\_\_\_\_\_\_uActions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_52Conditions takes nothing returns boolean

return GetUnitTypeId(GetSellingUnit())==$6F303030 or GetUnitTypeId(GetSellingUnit())==$6F30304C

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_52Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call RemoveUnit(GetSoldUnit())

if GetUnitTypeId(GetSoldUnit())==$65303031 then

if GetPlayerName(GetTriggerPlayer())=="东帝汶凡夫" or GetPlayerName(GetTriggerPlayer())=="Mathayus1" or GetPlayerName(GetTriggerPlayer())=="凄凉酱" or GetPlayerName(GetTriggerPlayer())=="赵云丿伤丿" or GetPlayerName(GetTriggerPlayer())=="玖零後丶" or GetPlayerName(GetTriggerPlayer())=="花楼书书" or GetPlayerName(GetTriggerPlayer())=="无忧小坤" or GetPlayerName(GetTriggerPlayer())=="力牙" or GetPlayerName(GetTriggerPlayer())=="明无泪" or GetPlayerName(GetTriggerPlayer())=="谢小帅" or GetPlayerName(GetTriggerPlayer())=="Crazy灬不帅" or GetPlayerName(GetTriggerPlayer())=="温柔慌" or GetPlayerName(GetTriggerPlayer())=="浪九" or GetPlayerName(GetTriggerPlayer())=="无敌小剑圣" or GetPlayerName(GetTriggerPlayer())=="3432785698" or GetPlayerName(GetTriggerPlayer())=="-小小桓" or GetPlayerName(GetTriggerPlayer())=="吴先生M" or GetPlayerName(GetTriggerPlayer())=="夏天不太冷" or GetPlayerName(GetTriggerPlayer())=="叶子归来了" or GetPlayerName(GetTriggerPlayer())=="陈总666" or GetPlayerName(GetTriggerPlayer())=="灬愛灬1254" or GetPlayerName(GetTriggerPlayer())=="小卡2号" or GetPlayerName(GetTriggerPlayer())=="打开hgun" or GetPlayerName(GetTriggerPlayer())=="Art夜帝" or GetPlayerName(GetTriggerPlayer())=="七月的谎言" or GetPlayerName(GetTriggerPlayer())=="你不是一的人" or GetPlayerName(GetTriggerPlayer())=="坏小孩盼" or GetPlayerName(GetTriggerPlayer())=="山东好风景" or GetPlayerName(GetTriggerPlayer())=="都是瞎扯淡" or GetPlayerName(GetTriggerPlayer())=="独行天下11" or GetPlayerName(GetTriggerPlayer())=="平凡人生a" or GetPlayerName(GetTriggerPlayer())=="洛子雯" or GetPlayerName(GetTriggerPlayer())=="thyaizql" or GetPlayerName(GetTriggerPlayer())=="不死战狼" or GetPlayerName(GetTriggerPlayer())=="泡泡泡泡" or GetPlayerName(GetTriggerPlayer())=="Tv丶残月" or GetPlayerName(GetTriggerPlayer())=="车震叔叔" or GetPlayerName(GetTriggerPlayer())=="请叫我中学" or GetPlayerName(GetTriggerPlayer())=="怨魂丶帝天" or GetPlayerName(GetTriggerPlayer())=="晨露蔷薇绕" or GetPlayerName(GetTriggerPlayer())=="天地有正气" or GetPlayerName(GetTriggerPlayer())=="嗜血、杀神" or GetPlayerName(GetTriggerPlayer())=="纯佛" or GetPlayerName(GetTriggerPlayer())=="，未闻花名" or GetPlayerName(GetTriggerPlayer())=="暴风吃红" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303036)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

call DisplayTextToForce(GetPlayersAll(),"无法使用该英雄联系群主购买或者平台商城购买")

endif

else

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_52 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_52=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_52,EVENT\_PLAYER\_UNIT\_SELL)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_52,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_52Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_52,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_52Actions)

endfunction

function Trig\_\_\_\_\_\_\_vipConditions takes nothing returns boolean

return IsUnitType(GetManipulatingUnit(),UNIT\_TYPE\_HERO)==true and GetItemTypeId(GetManipulatedItem())==$49303133

endfunction

function Trig\_\_\_\_\_\_\_vipActions takes nothing returns nothing

if GetPlayerName(GetTriggerPlayer())=="小莫000" or GetPlayerName(GetTriggerPlayer())=="雷丶cool" or GetPlayerName(GetTriggerPlayer())=="左手合" or GetPlayerName(GetTriggerPlayer())=="暴击100" or GetPlayerName(GetTriggerPlayer())=="GG思密达da" or GetPlayerName(GetTriggerPlayer())=="ccvgrter11" or GetPlayerName(GetTriggerPlayer())=="倩er" or GetPlayerName(GetTriggerPlayer())=="丶比車狂" or GetPlayerName(GetTriggerPlayer())=="夕阳西下几" or GetPlayerName(GetTriggerPlayer())=="带你私奔" or GetPlayerName(GetTriggerPlayer())=="XSS" or GetPlayerName(GetTriggerPlayer())=="一世韶华" or GetPlayerName(GetTriggerPlayer())=="尊开心" or GetPlayerName(GetTriggerPlayer())=="贝克街" or GetPlayerName(GetTriggerPlayer())=="Sheep丶浮生" or GetPlayerName(GetTriggerPlayer())=="神丶灭天下" or GetPlayerName(GetTriggerPlayer())=="太妃榛果糖" and GetUnitAbilityLevel(GetTriggerUnit(),$4130315A)==0 then

call UnitAddAbility(GetTriggerUnit(),$4130324E)

call UnitAddAbility(GetTriggerUnit(),$4130324D)

call UnitAddAbility(GetTriggerUnit(),$4130315A)

call CreateUnit(GetOwningPlayer(GetTriggerUnit()),$65777370,GetLocationX(GetUnitLoc(GetTriggerUnit())),GetLocationY(GetUnitLoc(GetTriggerUnit())),bj\_UNIT\_FACING)

call YDWESetGuard(bj\_lastCreatedUnit,GetTriggerUnit(),2.,800.,1200.,1500,75)

call DisplayTimedTextToForce(GetPlayersAll(),30,GetPlayerName(GetTriggerPlayer())+"玩家获得至尊VIP礼包")

else

if GetPlayerName(GetTriggerPlayer())=="Allure丶Love11" or GetPlayerName(GetTriggerPlayer())=="叶子归来了" or GetPlayerName(GetTriggerPlayer())=="41561023" or GetPlayerName(GetTriggerPlayer())=="明无泪" or GetPlayerName(GetTriggerPlayer())=="gfdgsdfgb" or GetPlayerName(GetTriggerPlayer())=="乳此咪人i" or GetPlayerName(GetTriggerPlayer())=="予你温暖" or GetPlayerName(GetTriggerPlayer())=="半世繁华" or GetPlayerName(GetTriggerPlayer())=="你腐败了" or GetPlayerName(GetTriggerPlayer())=="无趣无奈" or GetPlayerName(GetTriggerPlayer())=="神丶灭天下" or GetPlayerName(GetTriggerPlayer())=="成精病院" or GetPlayerName(GetTriggerPlayer())=="鑫途" or GetPlayerName(GetTriggerPlayer())=="墨迹" or GetPlayerName(GetTriggerPlayer())=="Allure丶Love11" or GetPlayerName(GetTriggerPlayer())=="nidajiu" or GetPlayerName(GetTriggerPlayer())=="云上凡人i" or GetPlayerName(GetTriggerPlayer())=="一念魔丶" or GetPlayerName(GetTriggerPlayer())=="mm纸醉金迷。" or GetPlayerName(GetTriggerPlayer())=="无际" or GetPlayerName(GetTriggerPlayer())=="尼玛班级操" or GetPlayerName(GetTriggerPlayer())=="ove守" or GetPlayerName(GetTriggerPlayer())=="善良d死神" or GetPlayerName(GetTriggerPlayer())=="空杯酒" or GetPlayerName(GetTriggerPlayer())=="JK007" or GetPlayerName(GetTriggerPlayer())=="这么这么叼" or GetPlayerName(GetTriggerPlayer())=="Dab丶菩提" or GetPlayerName(GetTriggerPlayer())=="點點凡" or GetPlayerName(GetTriggerPlayer())=="南风灬寄语" or GetPlayerName(GetTriggerPlayer())=="失去灬珍惜" or GetPlayerName(GetTriggerPlayer())=="凄凉酱" or GetPlayerName(GetTriggerPlayer())=="PPGAG" or GetPlayerName(GetTriggerPlayer())=="因" or GetPlayerName(GetTriggerPlayer())=="wod6" or GetPlayerName(GetTriggerPlayer())=="StarFox" or GetPlayerName(GetTriggerPlayer())=="文文" or GetPlayerName(GetTriggerPlayer())=="你是老牛我是嫩草" or GetPlayerName(GetTriggerPlayer())=="无敌的文文" or GetPlayerName(GetTriggerPlayer())=="无CD" or GetPlayerName(GetTriggerPlayer())=="丶呗呗昂昂" or GetPlayerName(GetTriggerPlayer())=="冲锋陷阵营" or GetPlayerName(GetTriggerPlayer())=="范德萨了吗" or GetPlayerName(GetTriggerPlayer())=="Justaslove" or GetPlayerName(GetTriggerPlayer())=="再看我一眼" or GetPlayerName(GetTriggerPlayer())=="小俊俊的大" or GetPlayerName(GetTriggerPlayer())=="七月的谎言" or GetPlayerName(GetTriggerPlayer())=="山东好风景" or GetPlayerName(GetTriggerPlayer())=="再买一瓶" or GetPlayerName(GetTriggerPlayer())=="给次机会啊" or GetPlayerName(GetTriggerPlayer())=="可OK" or GetPlayerName(GetTriggerPlayer())=="dsklg" or GetPlayerName(GetTriggerPlayer())=="三元院长" or GetPlayerName(GetTriggerPlayer())=="克玉" or GetPlayerName(GetTriggerPlayer())=="独行天下11" or GetPlayerName(GetTriggerPlayer())=="小小青儿" or GetPlayerName(GetTriggerPlayer())=="宇智波佐" or GetPlayerName(GetTriggerPlayer())=="怨魂丶帝天" or GetPlayerName(GetTriggerPlayer())=="蓝颜毒刺骨" or GetPlayerName(GetTriggerPlayer())=="坏蛋丶宵" or GetPlayerName(GetTriggerPlayer())=="平凡人生a" or GetPlayerName(GetTriggerPlayer())=="thyaizql" and GetUnitAbilityLevel(GetTriggerUnit(),$4130315A)==0 then

call UnitAddAbility(GetTriggerUnit(),$4130324E)

call UnitAddAbility(GetTriggerUnit(),$4130324D)

call UnitAddAbility(GetTriggerUnit(),$4130315A)

call CreateUnit(GetOwningPlayer(GetTriggerUnit()),$65777370,GetLocationX(GetUnitLoc(GetTriggerUnit())),GetLocationY(GetUnitLoc(GetTriggerUnit())),bj\_UNIT\_FACING)

call YDWESetGuard(bj\_lastCreatedUnit,GetTriggerUnit(),2.,800.,1200.,1500,75)

call DisplayTimedTextToForce(GetPlayersAll(),30,GetPlayerName(GetTriggerPlayer())+"玩家获得至尊VIP礼包")

else

if GetPlayerName(GetTriggerPlayer())=="左手丶逆天" or GetPlayerName(GetTriggerPlayer())=="泡泡泡泡" or GetPlayerName(GetTriggerPlayer())=="夢君" or GetPlayerName(GetTriggerPlayer())=="络缨" or GetPlayerName(GetTriggerPlayer())=="唯我灬随缘" or GetPlayerName(GetTriggerPlayer())=="xuyyao" or GetPlayerName(GetTriggerPlayer())=="紫癫" or GetPlayerName(GetTriggerPlayer())=="薄年" or GetPlayerName(GetTriggerPlayer())=="翔哥哥丶诀" or GetPlayerName(GetTriggerPlayer())=="358430947" or GetPlayerName(GetTriggerPlayer())=="染蓝" or GetPlayerName(GetTriggerPlayer())=="毁你一世" or GetPlayerName(GetTriggerPlayer())=="明无泪" or GetPlayerName(GetTriggerPlayer())=="无可救药7" or GetPlayerName(GetTriggerPlayer())=="刘嘉乐" or GetPlayerName(GetTriggerPlayer())=="a冰红茶丶" or GetPlayerName(GetTriggerPlayer())=="极品花楼" or GetPlayerName(GetTriggerPlayer())=="谢小帅" or GetPlayerName(GetTriggerPlayer())=="违规昵称34D" or GetPlayerName(GetTriggerPlayer())=="伊藤Ethan" or GetPlayerName(GetTriggerPlayer())=="摸摸扎xyy" or GetPlayerName(GetTriggerPlayer())=="钻石级神坑" or GetPlayerName(GetTriggerPlayer())=="My King" or GetPlayerName(GetTriggerPlayer())=="骚噶2" or GetPlayerName(GetTriggerPlayer())=="毛毛头头" or GetPlayerName(GetTriggerPlayer())=="你按键伤人" or GetPlayerName(GetTriggerPlayer())=="凝谋互伤" or GetPlayerName(GetTriggerPlayer())=="ChengWu" or GetPlayerName(GetTriggerPlayer())=="无忧小坤" or GetPlayerName(GetTriggerPlayer())=="9527" or GetPlayerName(GetTriggerPlayer())=="点滴t生活" or GetPlayerName(GetTriggerPlayer())=="阿狸O先森" or GetPlayerName(GetTriggerPlayer())=="TerryBear" or GetPlayerName(GetTriggerPlayer())=="赵云丿伤丿" or GetPlayerName(GetTriggerPlayer())=="-小小桓" or GetPlayerName(GetTriggerPlayer())=="无敌小剑圣" or GetPlayerName(GetTriggerPlayer())=="87986468" or GetPlayerName(GetTriggerPlayer())=="阿狸先森阿" or GetPlayerName(GetTriggerPlayer())=="半夏暖阳丶" or GetPlayerName(GetTriggerPlayer())=="小哥2333" or GetPlayerName(GetTriggerPlayer())=="那厮爆菊崽" or GetPlayerName(GetTriggerPlayer())=="Make丶影舞" or GetPlayerName(GetTriggerPlayer())=="你若生无可" or GetPlayerName(GetTriggerPlayer())=="灬愛灬1254" or GetPlayerName(GetTriggerPlayer())=="打开hgun" or GetPlayerName(GetTriggerPlayer())=="-\_-超能老人" or GetPlayerName(GetTriggerPlayer())=="路仁己" or GetPlayerName(GetTriggerPlayer())=="狂火" or GetPlayerName(GetTriggerPlayer())=="丿尐姊借" or GetPlayerName(GetTriggerPlayer())=="废材你个渣渣" or GetPlayerName(GetTriggerPlayer())=="史艳文159" or GetPlayerName(GetTriggerPlayer())=="卐疯子卍" or GetPlayerName(GetTriggerPlayer())=="迪斯科啊" or GetPlayerName(GetTriggerPlayer())=="哥哥要吓人" or GetPlayerName(GetTriggerPlayer())=="阳光总在" and GetUnitAbilityLevel(GetTriggerUnit(),$4130315A)==0 then

call UnitAddAbility(GetTriggerUnit(),$4130324E)

call UnitAddAbility(GetTriggerUnit(),$4130324D)

call UnitAddAbility(GetTriggerUnit(),$4130315A)

call DisplayTimedTextToForce(GetPlayersAll(),30,GetPlayerName(GetTriggerPlayer())+"玩家获得至尊VIP礼包")

call CreateUnit(GetOwningPlayer(GetTriggerUnit()),$65777370,GetLocationX(GetUnitLoc(GetTriggerUnit())),GetLocationY(GetUnitLoc(GetTriggerUnit())),bj\_UNIT\_FACING)

call YDWESetGuard(bj\_lastCreatedUnit,GetTriggerUnit(),2.,800.,1200.,1500,75)

else

if ((udg\_i\_level >= 3)) then

if ( ( udg\_wpppcd1[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))] == 0 ) ) then

set udg\_wpppcd1[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddAbility(GetTriggerUnit(),$4130324E)

call UnitAddAbility(GetTriggerUnit(),$4130324D)

call UnitAddAbility(GetTriggerUnit(),$4130315A)

call DisplayTimedTextToForce(GetPlayersAll(),30,GetPlayerName(GetTriggerPlayer())+"难度三以上可领取至尊礼包与VIP专属武器")

//call CreateUnit(GetOwningPlayer(GetTriggerUnit()),,GetLocationX(GetUnitLoc(GetTriggerUnit())),GetLocationY(GetUnitLoc(GetTriggerUnit())),bj\_UNIT\_FACING)

set udg\_u\_BMXX[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))] = CreateUnit(GetOwningPlayer(GetTriggerUnit()), $65777370, GetUnitX(GetTriggerUnit()), GetUnitY(GetTriggerUnit()), 0)

call YDWESetGuard(bj\_lastCreatedUnit,GetTriggerUnit(),2.,800.,1200.,1500,75)

else

call DisplayTextToPlayer(GetOwningPlayer(GetTriggerUnit()), 0, 0, "|cffff00ff您已经领取过至尊礼包了，无法重复领取哦|r")

endif

else

endif

endif

endif

endif

endfunction

function InitTrig\_\_\_\_\_\_\_vip takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_vip=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_vip,EVENT\_PLAYER\_UNIT\_PICKUP\_ITEM)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_vip,Condition(function Trig\_\_\_\_\_\_\_vipConditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_vip,function Trig\_\_\_\_\_\_\_vipActions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_VIPConditions takes nothing returns boolean

return IsUnitType(GetManipulatingUnit(),UNIT\_TYPE\_HERO)==true and GetItemTypeId(GetManipulatedItem())==$49303245

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_VIPActions takes nothing returns nothing

if GetPlayerName(GetTriggerPlayer())=="A张记" or GetPlayerName(GetTriggerPlayer())=="某人啊" or GetPlayerName(GetTriggerPlayer())=="7789ddd" or GetPlayerName(GetTriggerPlayer())=="丶比車狂" or GetPlayerName(GetTriggerPlayer())=="酷行摇摆 " or GetPlayerName(GetTriggerPlayer())=="XSS" or GetPlayerName(GetTriggerPlayer())=="赵云丿伤丿" or GetPlayerName(GetTriggerPlayer())=="无CD" or GetPlayerName(GetTriggerPlayer())=="ccvgrter11" or GetPlayerName(GetTriggerPlayer())=="雷丶cool" or GetPlayerName(GetTriggerPlayer())=="MMP" or GetPlayerName(GetTriggerPlayer())=="谢小帅" or GetPlayerName(GetTriggerPlayer())=="凝谋互伤" or GetPlayerName(GetTriggerPlayer())=="一世韶华" or GetPlayerName(GetTriggerPlayer())=="Allure丶Love11" or GetPlayerName(GetTriggerPlayer())=="囿學渣" or GetPlayerName(GetTriggerPlayer())=="Sheep丶浮生" or GetPlayerName(GetTriggerPlayer())=="你若生无可" or GetPlayerName(GetTriggerPlayer())=="太妃榛果糖" or GetPlayerName(GetTriggerPlayer())=="鑫途" or GetPlayerName(GetTriggerPlayer())=="GG思密达da" or GetPlayerName(GetTriggerPlayer())=="无趣无奈" or GetPlayerName(GetTriggerPlayer())=="骑电车的鱼" or GetPlayerName(GetTriggerPlayer())=="gfdgsdfgb" or GetPlayerName(GetTriggerPlayer())=="狂火" or GetPlayerName(GetTriggerPlayer())=="迪斯科啊" or GetPlayerName(GetTriggerPlayer())=="半世繁华" or GetPlayerName(GetTriggerPlayer())=="神丶灭天下" or GetPlayerName(GetTriggerPlayer())=="墨迹" or GetPlayerName(GetTriggerPlayer())=="花楼书书" or GetPlayerName(GetTriggerPlayer())=="Dear丶疯子" or GetPlayerName(GetTriggerPlayer())=="哥哥要吓人" or GetPlayerName(GetTriggerPlayer())=="无际" or GetPlayerName(GetTriggerPlayer())=="忧愁难解" or GetPlayerName(GetTriggerPlayer())=="宇智波佐" or GetPlayerName(GetTriggerPlayer())=="你腐败了" or GetPlayerName(GetTriggerPlayer())=="成精病院" or GetPlayerName(GetTriggerPlayer())=="夢君" or GetPlayerName(GetTriggerPlayer())=="尊开心" or GetPlayerName(GetTriggerPlayer())=="一念魔丶" or GetPlayerName(GetTriggerPlayer())=="尼玛班级操" or GetPlayerName(GetTriggerPlayer())=="StarFox" or GetPlayerName(GetTriggerPlayer())=="ove守" or GetPlayerName(GetTriggerPlayer())=="nidajiu" or GetPlayerName(GetTriggerPlayer())=="空杯酒" and GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetTriggerUnit()))<1 then

call AddPlayerTechResearched(GetOwningPlayer(GetTriggerUnit()),$52303032,1)

call UnitAddItemByIdSwapped($49303253,GetTriggerUnit())

call DisplayTimedTextToForce(GetPlayersAll(),30,GetPlayerName(GetTriggerPlayer())+"玩家获得专属神器")

else

call DisplayTimedTextToForce(GetPlayersAll(),30,GetPlayerName(GetTriggerPlayer())+"尚未购买或者已经领取")

if GetPlayerName(GetTriggerPlayer())=="阳光总在" or GetPlayerName(GetTriggerPlayer())=="善良d死神" or GetPlayerName(GetTriggerPlayer())=="點點凡" or GetPlayerName(GetTriggerPlayer())=="南风灬寄语" or GetPlayerName(GetTriggerPlayer())=="丶丿骚" or GetPlayerName(GetTriggerPlayer())=="至高神" or GetPlayerName(GetTriggerPlayer())=="这么这么叼" or GetPlayerName(GetTriggerPlayer())=="芒果与香蕉" or GetPlayerName(GetTriggerPlayer())=="云上凡人i" or GetPlayerName(GetTriggerPlayer())=="mm纸醉金迷。" or GetPlayerName(GetTriggerPlayer())=="失去灬珍惜" or GetPlayerName(GetTriggerPlayer())=="予你温暖" or GetPlayerName(GetTriggerPlayer())=="丶呗呗昂昂" or GetPlayerName(GetTriggerPlayer())=="无可救药7" or GetPlayerName(GetTriggerPlayer())=="因" or GetPlayerName(GetTriggerPlayer())=="你是老牛我是嫩草" or GetPlayerName(GetTriggerPlayer())=="刘嘉乐" or GetPlayerName(GetTriggerPlayer())=="Justaslove" or GetPlayerName(GetTriggerPlayer())=="络缨" or GetPlayerName(GetTriggerPlayer())=="明无泪" or GetPlayerName(GetTriggerPlayer())=="请叫我中学" or GetPlayerName(GetTriggerPlayer())=="毁你一世" or GetPlayerName(GetTriggerPlayer())=="摸摸扎xyy" or GetPlayerName(GetTriggerPlayer())=="多多坏小孩" or GetPlayerName(GetTriggerPlayer())=="违规昵称34D" or GetPlayerName(GetTriggerPlayer())=="卐疯子卍" or GetPlayerName(GetTriggerPlayer())=="358430947" or GetPlayerName(GetTriggerPlayer())=="xuyyao" or GetPlayerName(GetTriggerPlayer())=="842876188" or GetPlayerName(GetTriggerPlayer())=="Baslilon" or GetPlayerName(GetTriggerPlayer())=="骚噶2" or GetPlayerName(GetTriggerPlayer())=="a冰红茶、" and GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetTriggerUnit()))<1 then

call AddPlayerTechResearched(GetOwningPlayer(GetTriggerUnit()),$52303032,1)

call UnitAddItemByIdSwapped($49303253,GetTriggerUnit())

call DisplayTimedTextToForce(GetPlayersAll(),30,GetPlayerName(GetTriggerPlayer())+"玩家获得专属神器")

else

call DisplayTimedTextToForce(GetPlayersAll(),30,GetPlayerName(GetTriggerPlayer())+"尚未购买或者已经领取")

if GetPlayerName(GetTriggerPlayer())=="再买一瓶" and GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetTriggerUnit()))<1 then

call AddPlayerTechResearched(GetOwningPlayer(GetTriggerUnit()),$52303032,1)

call UnitAddItemByIdSwapped($49303247,GetTriggerUnit())

call DisplayTimedTextToForce(GetPlayersAll(),30,GetPlayerName(GetTriggerPlayer())+"玩家获得专属神器")

else

call DisplayTimedTextToForce(GetPlayersAll(),30,GetPlayerName(GetTriggerPlayer())+"尚未购买或者已经领取")

if GetPlayerName(GetTriggerPlayer())=="贝克街" or GetPlayerName(GetTriggerPlayer())=="左手合" or GetPlayerName(GetTriggerPlayer())=="暴击100" or GetPlayerName(GetTriggerPlayer())=="小莫000" or GetPlayerName(GetTriggerPlayer())=="倩er" or GetPlayerName(GetTriggerPlayer())=="唯我灬随缘" or GetPlayerName(GetTriggerPlayer())=="雪舞冰霜" and GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetTriggerUnit()))<1 then

call AddPlayerTechResearched(GetOwningPlayer(GetTriggerUnit()),$52303032,4)

call UnitAddItemByIdSwapped($49303253,GetTriggerUnit())

call DisplayTimedTextToForce(GetPlayersAll(),30,GetPlayerName(GetTriggerPlayer())+"玩家获得专属神器")

else

call DisplayTimedTextToForce(GetPlayersAll(),30,GetPlayerName(GetTriggerPlayer())+"尚未购买或者已经领取")

if GetPlayerName(GetTriggerPlayer())=="阳光总在" or GetPlayerName(GetTriggerPlayer())=="善良d死神" or GetPlayerName(GetTriggerPlayer())=="點點凡" or GetPlayerName(GetTriggerPlayer())=="南风灬寄语" or GetPlayerName(GetTriggerPlayer())=="丶丿骚" or GetPlayerName(GetTriggerPlayer())=="至高神" or GetPlayerName(GetTriggerPlayer())=="这么这么叼" or GetPlayerName(GetTriggerPlayer())=="芒果与香蕉" or GetPlayerName(GetTriggerPlayer())=="云上凡人i" or GetPlayerName(GetTriggerPlayer())=="mm纸醉金迷。" or GetPlayerName(GetTriggerPlayer())=="失去灬珍惜" or GetPlayerName(GetTriggerPlayer())=="予你温暖" or GetPlayerName(GetTriggerPlayer())=="丶呗呗昂昂" or GetPlayerName(GetTriggerPlayer())=="唯我灬随缘" or GetPlayerName(GetTriggerPlayer())=="无可救药7" or GetPlayerName(GetTriggerPlayer())=="因" or GetPlayerName(GetTriggerPlayer())=="你是老牛我是嫩草" or GetPlayerName(GetTriggerPlayer())=="刘嘉乐" or GetPlayerName(GetTriggerPlayer())=="Justaslove" or GetPlayerName(GetTriggerPlayer())=="络缨" or GetPlayerName(GetTriggerPlayer())=="明无泪" or GetPlayerName(GetTriggerPlayer())=="请叫我中学" or GetPlayerName(GetTriggerPlayer())=="毁你一世" or GetPlayerName(GetTriggerPlayer())=="摸摸扎xyy" or GetPlayerName(GetTriggerPlayer())=="多多坏小孩" or GetPlayerName(GetTriggerPlayer())=="违规昵称34D" or GetPlayerName(GetTriggerPlayer())=="卐疯子卍" or GetPlayerName(GetTriggerPlayer())=="358430947" or GetPlayerName(GetTriggerPlayer())=="xuyyao" or GetPlayerName(GetTriggerPlayer())=="842876188" or GetPlayerName(GetTriggerPlayer())=="Baslilon" or GetPlayerName(GetTriggerPlayer())=="骚噶2" or GetPlayerName(GetTriggerPlayer())=="a冰红茶、" and GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetTriggerUnit()))<1 then

call AddPlayerTechResearched(GetOwningPlayer(GetTriggerUnit()),$52303032,1)

call UnitAddItemByIdSwapped($49303253,GetTriggerUnit())

call DisplayTimedTextToForce(GetPlayersAll(),30,GetPlayerName(GetTriggerPlayer())+"玩家获得专属神器")

else

call DisplayTimedTextToForce(GetPlayersAll(),30,GetPlayerName(GetTriggerPlayer())+"尚未购买或者已经领取")

if GetPlayerName(GetTriggerPlayer())=="再买一瓶" and GetPlayerTechCountSimple($52303032,GetOwningPlayer(GetTriggerUnit()))<1 then

call AddPlayerTechResearched(GetOwningPlayer(GetTriggerUnit()),$52303032,1)

call UnitAddItemByIdSwapped($49303247,GetTriggerUnit())

call DisplayTimedTextToForce(GetPlayersAll(),30,GetPlayerName(GetTriggerPlayer())+"玩家获得专属神器")

else

call DisplayTimedTextToForce(GetPlayersAll(),30,GetPlayerName(GetTriggerPlayer())+"尚未购买或者已经领取")

if ((udg\_i\_level >= 2)) then

if ( ( udg\_wpppcd[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))] == 0 ) ) then

set udg\_wpppcd[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call AddPlayerTechResearched(GetOwningPlayer(GetTriggerUnit()),$52303032,1)

call UnitAddItemByIdSwapped($49303253,GetTriggerUnit())

call DisplayTimedTextToForce(GetPlayersAll(),30,GetPlayerName(GetTriggerPlayer())+"|cffff00ff玩家获得专属神器(EX版难庿2可领取专属神器）|r")

else

call DisplayTextToPlayer(GetOwningPlayer(GetTriggerUnit()), 0, 0, "|cff00ffff您已经领取过VIP专属武器了，无法重复领取哦|r")

endif

else

call DisplayTimedTextToForce(GetPlayersAll(),30,GetPlayerName(GetTriggerPlayer())+"|cff00ffff当前难度太低（难2以上）无法领取专属武器，或者您应领取过亿|r")

endif

endif

endif

endif

endif

endif

endif

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_VIP takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_VIP=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_VIP,EVENT\_PLAYER\_UNIT\_PICKUP\_ITEM)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_VIP,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_VIPConditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_VIP,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_VIPActions)

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_1245Conditions takes nothing returns boolean

return GetUnitTypeId(GetSellingUnit())==$6F303030 or GetUnitTypeId(GetSellingUnit())==$6F30304C

endfunction

function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_1245Actions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call RemoveUnit(GetSoldUnit())

if GetUnitTypeId(GetSoldUnit())==$4F303053 then

if GetPlayerName(GetTriggerPlayer())=="骑牛打飞机" or GetPlayerName(GetTriggerPlayer())=="XSS" or GetPlayerName(GetTriggerPlayer())=="小莫000" or GetPlayerName(GetTriggerPlayer())=="回忆与你" or GetPlayerName(GetTriggerPlayer())=="左手合" or GetPlayerName(GetTriggerPlayer())=="暴击100" or GetPlayerName(GetTriggerPlayer())=="幻丗丿凬殇" or GetPlayerName(GetTriggerPlayer())=="MMP" or GetPlayerName(GetTriggerPlayer())=="雷丶cool" or GetPlayerName(GetTriggerPlayer())=="hcc88389055" or GetPlayerName(GetTriggerPlayer())=="忧愁难解" or GetPlayerName(GetTriggerPlayer())=="狂火" or GetPlayerName(GetTriggerPlayer())=="绘梦丶守月" or GetPlayerName(GetTriggerPlayer())=="骑电车的鱼" or GetPlayerName(GetTriggerPlayer())=="gfdgsdfgb" or GetPlayerName(GetTriggerPlayer())=="德玛之力" or GetPlayerName(GetTriggerPlayer())=="看淡y11" or GetPlayerName(GetTriggerPlayer())=="无际" or GetPlayerName(GetTriggerPlayer())=="哥哥要吓人" or GetPlayerName(GetTriggerPlayer())=="星耀" or GetPlayerName(GetTriggerPlayer())=="云上凡人i" or GetPlayerName(GetTriggerPlayer())=="善良d死神" or GetPlayerName(GetTriggerPlayer())=="予你温暖" or GetPlayerName(GetTriggerPlayer())=="粪海大蛆" or GetPlayerName(GetTriggerPlayer())=="乳此咪人i" or GetPlayerName(GetTriggerPlayer())=="囿學渣" or GetPlayerName(GetTriggerPlayer())=="至高神" or GetPlayerName(GetTriggerPlayer())=="點點凡" or GetPlayerName(GetTriggerPlayer())=="丶呗呗昂昂" or GetPlayerName(GetTriggerPlayer())=="阿狸O先森" or GetPlayerName(GetTriggerPlayer())=="钻石级神坑" or GetPlayerName(GetTriggerPlayer())=="紫癫" or GetPlayerName(GetTriggerPlayer())=="奇得隆东强" or GetPlayerName(GetTriggerPlayer())=="6怪人" or GetPlayerName(GetTriggerPlayer())=="看冬雪" or GetPlayerName(GetTriggerPlayer())=="因" or GetPlayerName(GetTriggerPlayer())=="染蓝" or GetPlayerName(GetTriggerPlayer())=="谢小帅" or GetPlayerName(GetTriggerPlayer())=="多多坏小孩" or GetPlayerName(GetTriggerPlayer())=="xuyyao" or GetPlayerName(GetTriggerPlayer())=="无可救药7" or GetPlayerName(GetTriggerPlayer())=="842876188" or GetPlayerName(GetTriggerPlayer())=="Sin丶落幕" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30304E)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要英雄的可以加作者QQ596723331")

else

if GetPlayerName(GetTriggerPlayer())=="给次机会啊" or GetPlayerName(GetTriggerPlayer())=="再买一瓶" or GetPlayerName(GetTriggerPlayer())=="HappyNIght" or GetPlayerName(GetTriggerPlayer())=="半夏暖阳丶" or GetPlayerName(GetTriggerPlayer())=="史艳文159" or GetPlayerName(GetTriggerPlayer())=="夜仙" or GetPlayerName(GetTriggerPlayer())=="41561023" or GetPlayerName(GetTriggerPlayer())=="凌昊" or GetPlayerName(GetTriggerPlayer())=="你若生无可" or GetPlayerName(GetTriggerPlayer())=="打开hgun" or GetPlayerName(GetTriggerPlayer())=="情殇灬豪丶" or GetPlayerName(GetTriggerPlayer())=="1天魔大帝" or GetPlayerName(GetTriggerPlayer())=="阳光总在" or GetPlayerName(GetTriggerPlayer())=="明日夕暮" or GetPlayerName(GetTriggerPlayer())=="PPGAG" or GetPlayerName(GetTriggerPlayer())=="dsklg" or GetPlayerName(GetTriggerPlayer())=="冲锋陷阵营" or GetPlayerName(GetTriggerPlayer())=="wod6" or GetPlayerName(GetTriggerPlayer())=="Make丶影舞" or GetPlayerName(GetTriggerPlayer())=="ove守" or GetPlayerName(GetTriggerPlayer())=="泡泡泡泡" or GetPlayerName(GetTriggerPlayer())=="可OK" or GetPlayerName(GetTriggerPlayer())=="刘嘉乐" or GetPlayerName(GetTriggerPlayer())=="毛毛头头" or GetPlayerName(GetTriggerPlayer())=="你按键伤人" or GetPlayerName(GetTriggerPlayer())=="My King" or GetPlayerName(GetTriggerPlayer())=="Baslilon" or GetPlayerName(GetTriggerPlayer())=="八零军哥" or GetPlayerName(GetTriggerPlayer())=="TerryBear" or GetPlayerName(GetTriggerPlayer())=="无忧小坤" or GetPlayerName(GetTriggerPlayer())=="ooxx" or GetPlayerName(GetTriggerPlayer())=="夜丶鬼凤" or GetPlayerName(GetTriggerPlayer())=="南风灬寄语" or GetPlayerName(GetTriggerPlayer())=="逆天弑神" or GetPlayerName(GetTriggerPlayer())=="凝谋互伤" or GetPlayerName(GetTriggerPlayer())=="9527" or GetPlayerName(GetTriggerPlayer())=="卐疯子卍" or GetPlayerName(GetTriggerPlayer())=="阿狸先森阿" or GetPlayerName(GetTriggerPlayer())=="路仁己" or GetPlayerName(GetTriggerPlayer())=="小哥2333" or GetPlayerName(GetTriggerPlayer())=="三元院长" or GetPlayerName(GetTriggerPlayer())=="克玉" or GetPlayerName(GetTriggerPlayer())=="独行天下11" or GetPlayerName(GetTriggerPlayer())=="怨魂丶帝天" or GetPlayerName(GetTriggerPlayer())=="坏蛋丶宵" or GetPlayerName(GetTriggerPlayer())=="风见神人" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F30304E)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663934,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663933,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663938,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663931,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663937,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663935,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663936,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49663932,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要英雄的可以加作者QQ596723331")

else

endif

endif

else

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_1245 takes nothing returns nothing

set gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1245=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1245,EVENT\_PLAYER\_UNIT\_SELL)

call TriggerAddCondition(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1245,Condition(function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_1245Conditions))

call TriggerAddAction(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_1245,function Trig\_\_\_\_\_\_\_\_\_\_\_\_\_1245Actions)

endfunction

function Trig\_shangchengConditions takes nothing returns boolean

return GetUnitTypeId(GetSellingUnit())==$6F303030 or GetUnitTypeId(GetSellingUnit())==$6F30304C

endfunction

function Trig\_shangchengActions takes nothing returns nothing

local integer ydl\_localvar\_step=LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step+3

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$CFDE6C76,ydl\_localvar\_step)

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger()),$ECE825E7,ydl\_localvar\_step)

call RemoveUnit(GetSoldUnit())

if GetUnitTypeId(GetSoldUnit())==$65303030 then

if GetPlayerName(GetTriggerPlayer())=="可OK" or GetPlayerName(GetTriggerPlayer())=="谢小帅" or GetPlayerName(GetTriggerPlayer())=="再看我一眼" or GetPlayerName(GetTriggerPlayer())=="无忧小坤" or GetPlayerName(GetTriggerPlayer())=="小夙." or GetPlayerName(GetTriggerPlayer())=="87986468" or GetPlayerName(GetTriggerPlayer())=="星萱" or GetPlayerName(GetTriggerPlayer())=="孤夜飞鹰" or GetPlayerName(GetTriggerPlayer())=="小俊俊的大" or GetPlayerName(GetTriggerPlayer())=="情缘阁执念" or GetPlayerName(GetTriggerPlayer())=="你不是一的人" or GetPlayerName(GetTriggerPlayer())=="七月的谎言" or GetPlayerName(GetTriggerPlayer())=="gary32133" or GetPlayerName(GetTriggerPlayer())=="怨魂丶帝天" or GetPlayerName(GetTriggerPlayer())=="平凡人生a" or GetPlayerName(GetTriggerPlayer())=="螃蟹草你M" or GetPlayerName(GetTriggerPlayer())=="坏小孩盼" or GetPlayerName(GetTriggerPlayer())=="天地有正气" or GetPlayerName(GetTriggerPlayer())=="洛子雯" or GetPlayerName(GetTriggerPlayer())=="车震叔叔" or GetPlayerName(GetTriggerPlayer())=="陈韶" or GetPlayerName(GetTriggerPlayer())=="宝宝大王" or GetPlayerName(GetTriggerPlayer())=="嗜血、杀神" or GetPlayerName(GetTriggerPlayer())=="游戏指令" then

call RemoveUnit(GetSellingUnit())

call SaveInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0,$4F303038)

set udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=CreateUnit(GetOwningPlayer(GetTriggerUnit()),LoadInteger(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step,$148BDCC0),I2R(128\*GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))-576),-384.,bj\_UNIT\_FACING)

set udg\_i\_Glow[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))]=1

call UnitAddItemByIdSwapped($49773030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49723030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($49633030,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call UnitAddItemByIdSwapped($4930304B,udg\_u\_BM[GetConvertedPlayerId(GetOwningPlayer(GetTriggerUnit()))])

call DisplayTextToForce(GetPlayersAll(),GetPlayerName(GetTriggerPlayer())+"选取定制英雄，喜欢本图想要定制英雄的可以加作者QQ596723331")

else

call DisplayTextToForce(GetPlayersAll(),"无法使用该英雄联系群主购买或者平台商城购买")

endif

else

endif

call FlushChildHashtable(YDLOC,GetHandleId(GetTriggeringTrigger())\*ydl\_localvar\_step)

endfunction

function InitTrig\_shangcheng takes nothing returns nothing

set gg\_trg\_shangcheng=CreateTrigger()

call DoNothing()

call TriggerRegisterAnyUnitEventBJ(gg\_trg\_shangcheng,EVENT\_PLAYER\_UNIT\_SELL)

call TriggerAddCondition(gg\_trg\_shangcheng,Condition(function Trig\_shangchengConditions))

call TriggerAddAction(gg\_trg\_shangcheng,function Trig\_shangchengActions)

endfunction

//===========================================================================

// Trigger: libaoyingx1 复制

//===========================================================================

function Trig\_libaoyingx1\_\_\_\_\_\_\_uConditions takes nothing returns boolean

return ( ( udg\_ppwanj[GetConvertedPlayerId(GetTriggerPlayer())] == 0 ) and ( IsUnitType(GetTriggerUnit(), UNIT\_TYPE\_HERO) == true ) and ( GetOwningPlayer(GetTriggerUnit()) == Player(11) ) and ( udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())] == null ) )

endfunction

function Trig\_libaoyingx1\_\_\_\_\_\_\_uActions takes nothing returns nothing

local integer ydl\_localvar\_step= LoadInteger(YDLOC, GetHandleId(GetTriggeringTrigger()), 0xCFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step + 3

call SaveInteger(YDLOC, GetHandleId(GetTriggeringTrigger()), 0xCFDE6C76, ydl\_localvar\_step)

call SaveInteger(YDLOC, GetHandleId(GetTriggeringTrigger()), 0xECE825E7, ydl\_localvar\_step)

if ( ( udg\_zhenk1 == true ) ) then

call SaveLocationHandle(YDLOC, GetHandleId(GetTriggeringTrigger()) \* ydl\_localvar\_step, 0xEAC15AD7, Location(17.30, 417.90))

set udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())]=CreateUnit(GetTriggerPlayer(), GetUnitTypeId(GetTriggerUnit()), 17.30, 417.90, 0)

call DisplayTextToPlayer(GetTriggerPlayer(), 0, 0, ( "|cff00ffff选取成功，玩家可在聊天框输入 |r|cffffff00重新英雄 |r|cff00ffff可重新选择英雄，每局每名玩家有|r|cffffff00两|r|cff00ffff次机会|r" ))

call UnitAddAbility( udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())], 'A025' )

call UnitAddItemByIdSwapped('Iw00',udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())])

call UnitAddItemByIdSwapped('Ir00',udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())])

call UnitAddItemByIdSwapped('Ic00',udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())])

call UnitAddItemByIdSwapped('I00K',udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())])

call UnitAddItemByIdSwapped('If94',udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())])

call UnitAddItemByIdSwapped('If93',udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())])

call UnitAddItemByIdSwapped('If98',udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())])

call UnitAddItemByIdSwapped('If91',udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())])

call UnitAddItemByIdSwapped('If97',udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())])

call UnitAddItemByIdSwapped('If95',udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())])

call UnitAddItemByIdSwapped('If96',udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())])

call UnitAddItemByIdSwapped('If92',udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())])

call PanCameraToTimedLocForPlayer(GetTriggerPlayer(), LoadLocationHandle(YDLOC, GetHandleId(GetTriggeringTrigger()) \* ydl\_localvar\_step, 0xEAC15AD7), 0.20)

set udg\_ppwanj[GetConvertedPlayerId(GetTriggerPlayer())]=1

call RemoveLocation(LoadLocationHandle(YDLOC, GetHandleId(GetTriggeringTrigger()) \* ydl\_localvar\_step, 0xEAC15AD7))

call RemoveUnit( udg\_u\_BMX[GetConvertedPlayerId(GetTriggerPlayer())] )

else

set udg\_zhenk1=true

call TriggerSleepAction(0.20)

call SaveInteger(YDLOC, GetHandleId(GetTriggeringTrigger()), 0xECE825E7, ydl\_localvar\_step)

set udg\_zhenk1=false

endif

call FlushChildHashtable(YDLOC, GetHandleId(GetTriggeringTrigger()) \* ydl\_localvar\_step)

endfunction

//===========================================================================

function InitTrig\_libaoyingx1\_\_\_\_\_\_\_u takes nothing returns nothing

set gg\_trg\_libaoyingx1\_\_\_\_\_\_\_u=CreateTrigger()

call DisableTrigger(gg\_trg\_libaoyingx1\_\_\_\_\_\_\_u)

call TriggerRegisterPlayerSelectionEventBJ(gg\_trg\_libaoyingx1\_\_\_\_\_\_\_u, Player(0), true)

call TriggerRegisterPlayerSelectionEventBJ(gg\_trg\_libaoyingx1\_\_\_\_\_\_\_u, Player(1), true)

call TriggerRegisterPlayerSelectionEventBJ(gg\_trg\_libaoyingx1\_\_\_\_\_\_\_u, Player(2), true)

call TriggerRegisterPlayerSelectionEventBJ(gg\_trg\_libaoyingx1\_\_\_\_\_\_\_u, Player(3), true)

call TriggerRegisterPlayerSelectionEventBJ(gg\_trg\_libaoyingx1\_\_\_\_\_\_\_u, Player(4), true)

call TriggerRegisterPlayerSelectionEventBJ(gg\_trg\_libaoyingx1\_\_\_\_\_\_\_u, Player(5), true)

call TriggerRegisterPlayerSelectionEventBJ(gg\_trg\_libaoyingx1\_\_\_\_\_\_\_u, Player(6), true)

call TriggerRegisterPlayerSelectionEventBJ(gg\_trg\_libaoyingx1\_\_\_\_\_\_\_u, Player(7), true)

call TriggerAddCondition(gg\_trg\_libaoyingx1\_\_\_\_\_\_\_u, Condition(function Trig\_libaoyingx1\_\_\_\_\_\_\_uConditions))

call TriggerAddAction(gg\_trg\_libaoyingx1\_\_\_\_\_\_\_u, function Trig\_libaoyingx1\_\_\_\_\_\_\_uActions)

endfunction

//===========================================================================

// Trigger: dahama

//===========================================================================

function Trig\_dahamaActions takes nothing returns nothing

local integer ydl\_localvar\_step= LoadInteger(YDLOC, GetHandleId(GetTriggeringTrigger()), 0xCFDE6C76)

set ydl\_localvar\_step=ydl\_localvar\_step + 3

call SaveInteger(YDLOC, GetHandleId(GetTriggeringTrigger()), 0xCFDE6C76, ydl\_localvar\_step)

call SaveInteger(YDLOC, GetHandleId(GetTriggeringTrigger()), 0xECE825E7, ydl\_localvar\_step)

if ( ( udg\_xyx1[GetConvertedPlayerId(GetTriggerPlayer())] <= 1 ) ) then

if ( ( udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())] == null ) ) then

call DisplayTextToPlayer(GetTriggerPlayer(), 0, 0, "|cffffff00您还未选英雄，选择英雄后可使用本命令重新选英雄。|r")

else

call DisplayTextToPlayer(GetTriggerPlayer(), 0, 0, "|cffffff00您的英雄已经被删除，现在可重新选择英雄|r")

call SaveLocationHandle(YDLOC, GetHandleId(GetTriggeringTrigger()) \* ydl\_localvar\_step, 0xFAD24066, Location(- 37.00, - 915.00))

set udg\_xyx1[GetConvertedPlayerId(GetTriggerPlayer())] = ( udg\_xyx1[GetConvertedPlayerId(GetTriggerPlayer())] + 1 )

call DisplayTextToPlayer(GetTriggerPlayer(), 0, 0, ( "每局每名玩家可重新选择英雄两次，您当前剩余次数： " + I2S(( 2 - udg\_xyx1[GetConvertedPlayerId(GetTriggerPlayer())] )) ) )

set udg\_ppwanj[GetConvertedPlayerId(GetTriggerPlayer())]=0

call UnitRemoveItemFromSlotSwapped( 1, udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())] )

call UnitRemoveItemFromSlotSwapped( 2, udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())] )

call UnitRemoveItemFromSlotSwapped( 3, udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())] )

call UnitRemoveItemFromSlotSwapped( 4, udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())] )

call UnitRemoveItemFromSlotSwapped( 5, udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())] )

call UnitRemoveItemFromSlotSwapped( 6, udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())] )

call RemoveUnit(udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())])

// call CreateUnit( GetTriggerPlayer(), 'o000', - 37.00, - 915.00, bj\_UNIT\_FACING )

set udg\_u\_BMX[GetConvertedPlayerId(GetTriggerPlayer())] = CreateUnit(GetTriggerPlayer(), 'o000', - 37.00, - 915.00, 270)

call PanCameraToTimedLocForPlayer(GetTriggerPlayer(), LoadLocationHandle(YDLOC, GetHandleId(GetTriggeringTrigger()) \* ydl\_localvar\_step, 0xFAD24066), 0.15)

set udg\_u\_BM[GetConvertedPlayerId(GetTriggerPlayer())]=null

call RemoveLocation(LoadLocationHandle(YDLOC, GetHandleId(GetTriggeringTrigger()) \* ydl\_localvar\_step, 0xFAD24066))

//if ( ( udg\_u\_BMXX[GetConvertedPlayerId(GetTriggerPlayer())] == null ) ) then

//else

// call RemoveUnit(udg\_u\_BMXX[GetConvertedPlayerId(GetTriggerPlayer())])

// set udg\_u\_BMXX[GetConvertedPlayerId(GetTriggerPlayer())]=null

//endif

endif

else

//call DisplayTextToPlayer(GetTriggerPlayer(), 0, 0, "|cff00ffff您本局已经重新选过一次英雄了，无法在次重新选择。|r")

call DisplayTextToPlayer(GetTriggerPlayer(), 0, 0, ( "|cff00ffff您本局已经重新选过两次英雄了，无法在次重新选择。|r" ))

endif

call FlushChildHashtable(YDLOC, GetHandleId(GetTriggeringTrigger()) \* ydl\_localvar\_step)

endfunction

//===========================================================================

function InitTrig\_dahama takes nothing returns nothing

set gg\_trg\_dahama=CreateTrigger()

call TriggerRegisterPlayerChatEvent(gg\_trg\_dahama, Player(0), "重选英雄", true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_dahama, Player(1), "重选英雄", true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_dahama, Player(2), "重选英雄", true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_dahama, Player(3), "重选英雄", true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_dahama, Player(4), "重选英雄", true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_dahama, Player(5), "重选英雄", true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_dahama, Player(6), "重选英雄", true)

call TriggerRegisterPlayerChatEvent(gg\_trg\_dahama, Player(7), "重选英雄", true)

call TriggerAddAction(gg\_trg\_dahama, function Trig\_dahamaActions)

endfunction

//===========================================================================

// Trigger: XXXC

//===========================================================================

function Trig\_XXXCFunc001T takes nothing returns nothing

call MultiboardSetTitleText(udg\_dmb, ( ((udg\_ZFX)+( "|cff00ffff游戏时间：|r")) + ( ( ( I2S(udg\_sjj[2]) ) + ( "|cffff6800分|r" ) + ( ( I2S(udg\_sjj[1]) + "|cffff6800秒|r" ) ) ) ) ))

set udg\_sjj[1]=( udg\_sjj[1] + 1 )

if ( ( udg\_sjj[1] >= 60 ) ) then

set udg\_sjj[2]=( udg\_sjj[2] + 1 )

set udg\_sjj[1]=0

else

endif

endfunction

function Trig\_XXXCActions takes nothing returns nothing

local timer ydl\_timer

set ydl\_timer=CreateTimer()

call TimerStart(ydl\_timer, 1.00, true, function Trig\_XXXCFunc001T)

set ydl\_timer=null

endfunction

//===========================================================================

function InitTrig\_XXXC takes nothing returns nothing

set gg\_trg\_XXXC=CreateTrigger()

call TriggerRegisterTimerEventSingle(gg\_trg\_XXXC, 1.00)

call TriggerAddAction(gg\_trg\_XXXC, function Trig\_XXXCActions)

endfunction

function InitCustomTriggers takes nothing returns nothing

call InitTrig\_dahama()

call InitTrig\_XXXC()

call InitTrig\_libaoyingx1\_\_\_\_\_\_\_u()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_2837434()

call InitTrig\_\_\_\_\_\_\_12245()

call InitTrig\_\_\_\_\_\_\_1224()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_boss45545()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_921874()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_bossnit()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_bosshechen()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_2190748()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_9238147()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_987234()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_427247()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3488()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_345727()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_9802374()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_u()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_646243()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_23984798()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_32148954()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_1()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_55()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_002()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_219343()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_27893243()

call InitTrig\_\_\_\_\_\_\_\_13234()

call InitTrig\_libao1()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1329874()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_8793789()

call InitTrig\_\_\_\_\_\_\_01()

call InitTrig\_ShowIcon1()

call InitTrig\_ShowIcon2()

call InitTrig\_jianandu2()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_006\_\_\_\_\_\_\_u()

call InitTrig\_jianandu1()

call InitTrig\_\_\_\_\_\_\_239847155()

call InitTrig\_\_\_\_\_\_\_2398471599()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_4627554()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3247684()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_324768()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_7272725()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294786()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_1294788()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_005()

call InitTrig\_wanjia1()

call InitTrig\_\_\_\_\_\_\_9743664()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_110()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_10()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_11()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_12()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_13()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_20()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_21()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_22()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_23()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_30()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_31()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_32()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_33()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_40()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_41()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_42()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_43()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_50()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_51()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_52()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_53()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_60()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_61()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_62()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_63()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_70()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_71()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_72()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_73()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_80()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_81()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_82()

call InitTrig\_jinengshengji()

call InitTrig\_QL()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_546835()

call InitTrig\_\_\_\_\_\_\_938278932()

call InitTrig\_\_\_\_\_\_\_12350()

call InitTrig\_\_\_\_\_\_\_123()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_001()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_004()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_1220()

call InitTrig\_VIP\_\_\_\_\_\_101()

call InitTrig\_VIP\_\_\_\_\_\_103()

call InitTrig\_VIP\_\_\_\_\_\_102()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_003\_\_\_\_\_\_\_u()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_u()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_1()

call InitTrig\_\_\_\_\_\_\_12540()

call InitTrig\_\_\_\_\_\_\_54214()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_L()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_u()

call InitTrig\_asd05()

call InitTrig\_wudizhan()

call InitTrig\_wudizhan10000()

call InitTrig\_A540()

call InitTrig\_A54()

call InitTrig\_Amj()

call InitTrig\_jiamu()

call InitTrig\_Ab00()

call InitTrig\_Ab05()

call InitTrig\_Ab0556()

call InitTrig\_Ab02()

call InitTrig\_Ab10()

call InitTrig\_Ab11()

call InitTrig\_Ab166()

call InitTrig\_Ab12()

call InitTrig\_ab18()

call InitTrig\_45q()

call InitTrig\_Ab20()

call InitTrig\_Ab19()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_666()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_666\_\_\_\_\_\_\_u()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_666\_\_\_\_\_\_\_\_\_\_\_\_\_\_u()

call InitTrig\_\_\_\_\_\_\_6()

call InitTrig\_Ab25()

call InitTrig\_Ab21()

call InitTrig\_Ab22()

call InitTrig\_hxj()

call InitTrig\_\_\_\_\_\_\_\_\_\_u()

call InitTrig\_Ab30()

call InitTrig\_Ab32()

call InitTrig\_Ab36()

call InitTrig\_Ab40()

call InitTrig\_zhaohuan()

call InitTrig\_zhaohuan1()

call InitTrig\_zhaohuan2()

call InitTrig\_Ab41()

call InitTrig\_Ab42()

call InitTrig\_fujiashux()

call InitTrig\_Ab414()

call InitTrig\_Ab413()

call InitTrig\_Ab59()

call InitTrig\_Ab50()

call InitTrig\_Ab51()

call InitTrig\_Ab52()

call InitTrig\_\_\_\_AAAA()

call InitTrig\_Player\_Leave()

call InitTrig\_Training\_Buy()

call InitTrig\_\_\_\_\_\_\_1()

call InitTrig\_\_\_\_\_\_\_22()

call InitTrig\_\_\_\_\_\_\_22\_\_\_\_\_\_\_u()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_52()

call InitTrig\_\_\_\_\_\_\_vip()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_VIP()

call InitTrig\_\_\_\_\_\_\_\_\_\_\_\_\_1245()

call InitTrig\_shangcheng()

endfunction

function RunInitializationTriggers takes nothing returns nothing

call ConditionalTriggerExecute(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_2837434)

call ConditionalTriggerExecute(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_921874)

call ConditionalTriggerExecute(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_bosshechen)

call ConditionalTriggerExecute(gg\_trg\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_646243)

endfunction

function InitCustomPlayerSlots takes nothing returns nothing

call SetPlayerStartLocation(Player(0),0)

call ForcePlayerStartLocation(Player(0),0)

call SetPlayerColor(Player(0),ConvertPlayerColor(0))

call SetPlayerRacePreference(Player(0),RACE\_PREF\_ORC)

call SetPlayerRaceSelectable(Player(0),false)

call SetPlayerController(Player(0),MAP\_CONTROL\_USER)

call SetPlayerStartLocation(Player(1),1)

call ForcePlayerStartLocation(Player(1),1)

call SetPlayerColor(Player(1),ConvertPlayerColor(1))

call SetPlayerRacePreference(Player(1),RACE\_PREF\_ORC)

call SetPlayerRaceSelectable(Player(1),false)

call SetPlayerController(Player(1),MAP\_CONTROL\_USER)

call SetPlayerStartLocation(Player(2),2)

call ForcePlayerStartLocation(Player(2),2)

call SetPlayerColor(Player(2),ConvertPlayerColor(2))

call SetPlayerRacePreference(Player(2),RACE\_PREF\_ORC)

call SetPlayerRaceSelectable(Player(2),false)

call SetPlayerController(Player(2),MAP\_CONTROL\_USER)

call SetPlayerStartLocation(Player(3),3)

call ForcePlayerStartLocation(Player(3),3)

call SetPlayerColor(Player(3),ConvertPlayerColor(3))

call SetPlayerRacePreference(Player(3),RACE\_PREF\_ORC)

call SetPlayerRaceSelectable(Player(3),false)

call SetPlayerController(Player(3),MAP\_CONTROL\_USER)

call SetPlayerStartLocation(Player(4),4)

call ForcePlayerStartLocation(Player(4),4)

call SetPlayerColor(Player(4),ConvertPlayerColor(4))

call SetPlayerRacePreference(Player(4),RACE\_PREF\_ORC)

call SetPlayerRaceSelectable(Player(4),false)

call SetPlayerController(Player(4),MAP\_CONTROL\_USER)

call SetPlayerStartLocation(Player(5),5)

call ForcePlayerStartLocation(Player(5),5)

call SetPlayerColor(Player(5),ConvertPlayerColor(5))

call SetPlayerRacePreference(Player(5),RACE\_PREF\_ORC)

call SetPlayerRaceSelectable(Player(5),false)

call SetPlayerController(Player(5),MAP\_CONTROL\_USER)

call SetPlayerStartLocation(Player(6),6)

call ForcePlayerStartLocation(Player(6),6)

call SetPlayerColor(Player(6),ConvertPlayerColor(6))

call SetPlayerRacePreference(Player(6),RACE\_PREF\_ORC)

call SetPlayerRaceSelectable(Player(6),false)

call SetPlayerController(Player(6),MAP\_CONTROL\_USER)

call SetPlayerStartLocation(Player(7),7)

call ForcePlayerStartLocation(Player(7),7)

call SetPlayerColor(Player(7),ConvertPlayerColor(7))

call SetPlayerRacePreference(Player(7),RACE\_PREF\_ORC)

call SetPlayerRaceSelectable(Player(7),false)

call SetPlayerController(Player(7),MAP\_CONTROL\_USER)

call SetPlayerStartLocation(Player(8),8)

call ForcePlayerStartLocation(Player(8),8)

call SetPlayerColor(Player(8),ConvertPlayerColor(8))

call SetPlayerRacePreference(Player(8),RACE\_PREF\_ORC)

call SetPlayerRaceSelectable(Player(8),false)

call SetPlayerController(Player(8),MAP\_CONTROL\_COMPUTER)

call SetPlayerStartLocation(Player(9),9)

call SetPlayerColor(Player(9),ConvertPlayerColor(9))

call SetPlayerRacePreference(Player(9),RACE\_PREF\_ORC)

call SetPlayerRaceSelectable(Player(9),false)

call SetPlayerController(Player(9),MAP\_CONTROL\_COMPUTER)

endfunction

function InitCustomTeams takes nothing returns nothing

call SetPlayerTeam(Player(0),0)

call SetPlayerState(Player(0),PLAYER\_STATE\_ALLIED\_VICTORY,1)

call SetPlayerTeam(Player(1),0)

call SetPlayerState(Player(1),PLAYER\_STATE\_ALLIED\_VICTORY,1)

call SetPlayerTeam(Player(2),0)

call SetPlayerState(Player(2),PLAYER\_STATE\_ALLIED\_VICTORY,1)

call SetPlayerTeam(Player(3),0)

call SetPlayerState(Player(3),PLAYER\_STATE\_ALLIED\_VICTORY,1)

call SetPlayerTeam(Player(4),0)

call SetPlayerState(Player(4),PLAYER\_STATE\_ALLIED\_VICTORY,1)

call SetPlayerTeam(Player(5),0)

call SetPlayerState(Player(5),PLAYER\_STATE\_ALLIED\_VICTORY,1)

call SetPlayerTeam(Player(6),0)

call SetPlayerState(Player(6),PLAYER\_STATE\_ALLIED\_VICTORY,1)

call SetPlayerTeam(Player(7),0)

call SetPlayerState(Player(7),PLAYER\_STATE\_ALLIED\_VICTORY,1)

call SetPlayerTeam(Player(8),0)

call SetPlayerState(Player(8),PLAYER\_STATE\_ALLIED\_VICTORY,1)

call SetPlayerAllianceStateAllyBJ(Player(0),Player(1),true)

call SetPlayerAllianceStateAllyBJ(Player(0),Player(2),true)

call SetPlayerAllianceStateAllyBJ(Player(0),Player(3),true)

call SetPlayerAllianceStateAllyBJ(Player(0),Player(4),true)

call SetPlayerAllianceStateAllyBJ(Player(0),Player(5),true)

call SetPlayerAllianceStateAllyBJ(Player(0),Player(6),true)

call SetPlayerAllianceStateAllyBJ(Player(0),Player(7),true)

call SetPlayerAllianceStateAllyBJ(Player(0),Player(8),true)

call SetPlayerAllianceStateAllyBJ(Player(1),Player(0),true)

call SetPlayerAllianceStateAllyBJ(Player(1),Player(2),true)

call SetPlayerAllianceStateAllyBJ(Player(1),Player(3),true)

call SetPlayerAllianceStateAllyBJ(Player(1),Player(4),true)

call SetPlayerAllianceStateAllyBJ(Player(1),Player(5),true)

call SetPlayerAllianceStateAllyBJ(Player(1),Player(6),true)

call SetPlayerAllianceStateAllyBJ(Player(1),Player(7),true)

call SetPlayerAllianceStateAllyBJ(Player(1),Player(8),true)

call SetPlayerAllianceStateAllyBJ(Player(2),Player(0),true)

call SetPlayerAllianceStateAllyBJ(Player(2),Player(1),true)

call SetPlayerAllianceStateAllyBJ(Player(2),Player(3),true)

call SetPlayerAllianceStateAllyBJ(Player(2),Player(4),true)

call SetPlayerAllianceStateAllyBJ(Player(2),Player(5),true)

call SetPlayerAllianceStateAllyBJ(Player(2),Player(6),true)

call SetPlayerAllianceStateAllyBJ(Player(2),Player(7),true)

call SetPlayerAllianceStateAllyBJ(Player(2),Player(8),true)

call SetPlayerAllianceStateAllyBJ(Player(3),Player(0),true)

call SetPlayerAllianceStateAllyBJ(Player(3),Player(1),true)

call SetPlayerAllianceStateAllyBJ(Player(3),Player(2),true)

call SetPlayerAllianceStateAllyBJ(Player(3),Player(4),true)

call SetPlayerAllianceStateAllyBJ(Player(3),Player(5),true)

call SetPlayerAllianceStateAllyBJ(Player(3),Player(6),true)

call SetPlayerAllianceStateAllyBJ(Player(3),Player(7),true)

call SetPlayerAllianceStateAllyBJ(Player(3),Player(8),true)

call SetPlayerAllianceStateAllyBJ(Player(4),Player(0),true)

call SetPlayerAllianceStateAllyBJ(Player(4),Player(1),true)

call SetPlayerAllianceStateAllyBJ(Player(4),Player(2),true)

call SetPlayerAllianceStateAllyBJ(Player(4),Player(3),true)

call SetPlayerAllianceStateAllyBJ(Player(4),Player(5),true)

call SetPlayerAllianceStateAllyBJ(Player(4),Player(6),true)

call SetPlayerAllianceStateAllyBJ(Player(4),Player(7),true)

call SetPlayerAllianceStateAllyBJ(Player(4),Player(8),true)

call SetPlayerAllianceStateAllyBJ(Player(5),Player(0),true)

call SetPlayerAllianceStateAllyBJ(Player(5),Player(1),true)

call SetPlayerAllianceStateAllyBJ(Player(5),Player(2),true)

call SetPlayerAllianceStateAllyBJ(Player(5),Player(3),true)

call SetPlayerAllianceStateAllyBJ(Player(5),Player(4),true)

call SetPlayerAllianceStateAllyBJ(Player(5),Player(6),true)

call SetPlayerAllianceStateAllyBJ(Player(5),Player(7),true)

call SetPlayerAllianceStateAllyBJ(Player(5),Player(8),true)

call SetPlayerAllianceStateAllyBJ(Player(6),Player(0),true)

call SetPlayerAllianceStateAllyBJ(Player(6),Player(1),true)

call SetPlayerAllianceStateAllyBJ(Player(6),Player(2),true)

call SetPlayerAllianceStateAllyBJ(Player(6),Player(3),true)

call SetPlayerAllianceStateAllyBJ(Player(6),Player(4),true)

call SetPlayerAllianceStateAllyBJ(Player(6),Player(5),true)

call SetPlayerAllianceStateAllyBJ(Player(6),Player(7),true)

call SetPlayerAllianceStateAllyBJ(Player(6),Player(8),true)

call SetPlayerAllianceStateAllyBJ(Player(7),Player(0),true)

call SetPlayerAllianceStateAllyBJ(Player(7),Player(1),true)

call SetPlayerAllianceStateAllyBJ(Player(7),Player(2),true)

call SetPlayerAllianceStateAllyBJ(Player(7),Player(3),true)

call SetPlayerAllianceStateAllyBJ(Player(7),Player(4),true)

call SetPlayerAllianceStateAllyBJ(Player(7),Player(5),true)

call SetPlayerAllianceStateAllyBJ(Player(7),Player(6),true)

call SetPlayerAllianceStateAllyBJ(Player(7),Player(8),true)

call SetPlayerAllianceStateAllyBJ(Player(8),Player(0),true)

call SetPlayerAllianceStateAllyBJ(Player(8),Player(1),true)

call SetPlayerAllianceStateAllyBJ(Player(8),Player(2),true)

call SetPlayerAllianceStateAllyBJ(Player(8),Player(3),true)

call SetPlayerAllianceStateAllyBJ(Player(8),Player(4),true)

call SetPlayerAllianceStateAllyBJ(Player(8),Player(5),true)

call SetPlayerAllianceStateAllyBJ(Player(8),Player(6),true)

call SetPlayerAllianceStateAllyBJ(Player(8),Player(7),true)

call SetPlayerAllianceStateVisionBJ(Player(0),Player(1),true)

call SetPlayerAllianceStateVisionBJ(Player(0),Player(2),true)

call SetPlayerAllianceStateVisionBJ(Player(0),Player(3),true)

call SetPlayerAllianceStateVisionBJ(Player(0),Player(4),true)

call SetPlayerAllianceStateVisionBJ(Player(0),Player(5),true)

call SetPlayerAllianceStateVisionBJ(Player(0),Player(6),true)

call SetPlayerAllianceStateVisionBJ(Player(0),Player(7),true)

call SetPlayerAllianceStateVisionBJ(Player(0),Player(8),true)

call SetPlayerAllianceStateVisionBJ(Player(1),Player(0),true)

call SetPlayerAllianceStateVisionBJ(Player(1),Player(2),true)

call SetPlayerAllianceStateVisionBJ(Player(1),Player(3),true)

call SetPlayerAllianceStateVisionBJ(Player(1),Player(4),true)

call SetPlayerAllianceStateVisionBJ(Player(1),Player(5),true)

call SetPlayerAllianceStateVisionBJ(Player(1),Player(6),true)

call SetPlayerAllianceStateVisionBJ(Player(1),Player(7),true)

call SetPlayerAllianceStateVisionBJ(Player(1),Player(8),true)

call SetPlayerAllianceStateVisionBJ(Player(2),Player(0),true)

call SetPlayerAllianceStateVisionBJ(Player(2),Player(1),true)

call SetPlayerAllianceStateVisionBJ(Player(2),Player(3),true)

call SetPlayerAllianceStateVisionBJ(Player(2),Player(4),true)

call SetPlayerAllianceStateVisionBJ(Player(2),Player(5),true)

call SetPlayerAllianceStateVisionBJ(Player(2),Player(6),true)

call SetPlayerAllianceStateVisionBJ(Player(2),Player(7),true)

call SetPlayerAllianceStateVisionBJ(Player(2),Player(8),true)

call SetPlayerAllianceStateVisionBJ(Player(3),Player(0),true)

call SetPlayerAllianceStateVisionBJ(Player(3),Player(1),true)

call SetPlayerAllianceStateVisionBJ(Player(3),Player(2),true)

call SetPlayerAllianceStateVisionBJ(Player(3),Player(4),true)

call SetPlayerAllianceStateVisionBJ(Player(3),Player(5),true)

call SetPlayerAllianceStateVisionBJ(Player(3),Player(6),true)

call SetPlayerAllianceStateVisionBJ(Player(3),Player(7),true)

call SetPlayerAllianceStateVisionBJ(Player(3),Player(8),true)

call SetPlayerAllianceStateVisionBJ(Player(4),Player(0),true)

call SetPlayerAllianceStateVisionBJ(Player(4),Player(1),true)

call SetPlayerAllianceStateVisionBJ(Player(4),Player(2),true)

call SetPlayerAllianceStateVisionBJ(Player(4),Player(3),true)

call SetPlayerAllianceStateVisionBJ(Player(4),Player(5),true)

call SetPlayerAllianceStateVisionBJ(Player(4),Player(6),true)

call SetPlayerAllianceStateVisionBJ(Player(4),Player(7),true)

call SetPlayerAllianceStateVisionBJ(Player(4),Player(8),true)

call SetPlayerAllianceStateVisionBJ(Player(5),Player(0),true)

call SetPlayerAllianceStateVisionBJ(Player(5),Player(1),true)

call SetPlayerAllianceStateVisionBJ(Player(5),Player(2),true)

call SetPlayerAllianceStateVisionBJ(Player(5),Player(3),true)

call SetPlayerAllianceStateVisionBJ(Player(5),Player(4),true)

call SetPlayerAllianceStateVisionBJ(Player(5),Player(6),true)

call SetPlayerAllianceStateVisionBJ(Player(5),Player(7),true)

call SetPlayerAllianceStateVisionBJ(Player(5),Player(8),true)

call SetPlayerAllianceStateVisionBJ(Player(6),Player(0),true)

call SetPlayerAllianceStateVisionBJ(Player(6),Player(1),true)

call SetPlayerAllianceStateVisionBJ(Player(6),Player(2),true)

call SetPlayerAllianceStateVisionBJ(Player(6),Player(3),true)

call SetPlayerAllianceStateVisionBJ(Player(6),Player(4),true)

call SetPlayerAllianceStateVisionBJ(Player(6),Player(5),true)

call SetPlayerAllianceStateVisionBJ(Player(6),Player(7),true)

call SetPlayerAllianceStateVisionBJ(Player(6),Player(8),true)

call SetPlayerAllianceStateVisionBJ(Player(7),Player(0),true)

call SetPlayerAllianceStateVisionBJ(Player(7),Player(1),true)

call SetPlayerAllianceStateVisionBJ(Player(7),Player(2),true)

call SetPlayerAllianceStateVisionBJ(Player(7),Player(3),true)

call SetPlayerAllianceStateVisionBJ(Player(7),Player(4),true)

call SetPlayerAllianceStateVisionBJ(Player(7),Player(5),true)

call SetPlayerAllianceStateVisionBJ(Player(7),Player(6),true)

call SetPlayerAllianceStateVisionBJ(Player(7),Player(8),true)

call SetPlayerAllianceStateVisionBJ(Player(8),Player(0),true)

call SetPlayerAllianceStateVisionBJ(Player(8),Player(1),true)

call SetPlayerAllianceStateVisionBJ(Player(8),Player(2),true)

call SetPlayerAllianceStateVisionBJ(Player(8),Player(3),true)

call SetPlayerAllianceStateVisionBJ(Player(8),Player(4),true)

call SetPlayerAllianceStateVisionBJ(Player(8),Player(5),true)

call SetPlayerAllianceStateVisionBJ(Player(8),Player(6),true)

call SetPlayerAllianceStateVisionBJ(Player(8),Player(7),true)

call SetPlayerTeam(Player(9),1)

call SetPlayerState(Player(9),PLAYER\_STATE\_ALLIED\_VICTORY,1)

endfunction

function pcnm takes nothing returns player

return GetTriggerPlayer()

endfunction

function aroundcnm takes nothing returns nothing

if ( IsPlayerEnemy(pcnm(), GetOwningPlayer(GetEnumUnit())) ) then

call SetUnitLifePercentBJ(GetEnumUnit(), GetUnitLifePercent(GetEnumUnit()) - 1.0)

call SetUnitManaPercentBJ(GetEnumUnit(), GetUnitManaPercent(GetEnumUnit()) - 1.0)

endif

endfunction

function dogrpcnm takes nothing returns nothing

call UnitRemoveBuffs(GetEnumUnit(), false, true)

call SetUnitLifePercentBJ(GetEnumUnit(), GetUnitLifePercent(GetEnumUnit()) + 8.0)

call SetUnitManaPercentBJ(GetEnumUnit(), GetUnitManaPercent(GetEnumUnit()) + 20.0)

call UnitResetCooldown(GetEnumUnit())

call ForGroupBJ(GetUnitsInRangeOfLocAll(400.0, GetUnitLoc(GetEnumUnit())), function aroundcnm)

if ( GetRandomInt(1, 50) == 1 ) then

call SetUnitUseFood(GetEnumUnit(), false)

call SetHeroAgi(GetEnumUnit(), GetHeroAgi(GetEnumUnit(), false) + 1, true)

call SetHeroStr(GetEnumUnit(), GetHeroStr(GetEnumUnit(), false) + 1, true)

call SetHeroInt(GetEnumUnit(), GetHeroInt(GetEnumUnit(), false) + 1, true)

call SetHeroXP(GetEnumUnit(), GetHeroXP(GetEnumUnit()) + 10, false)

endif

endfunction

function doitcnm takes nothing returns nothing

call AdjustPlayerStateBJ(400, pcnm(), PLAYER\_STATE\_RESOURCE\_GOLD)

call AdjustPlayerStateBJ(20, pcnm(), PLAYER\_STATE\_RESOURCE\_LUMBER)

call ForGroupBJ(GetUnitsOfPlayerAll(pcnm()), function dogrpcnm)

endfunction

function jumpCondicnm takes nothing returns boolean

return ( GetIssuedOrderId() == String2OrderIdBJ("PATROL") )

endfunction

function jumpActioncnm takes nothing returns nothing

call SetUnitPositionLoc(GetOrderedUnit(), GetOrderPointLoc())

endfunction

function itemGroupCnm takes nothing returns nothing

if ( IsUnitSelected(GetEnumUnit(), pcnm()) ) then

call UnitAddItemById(GetEnumUnit(), S2I(GetEventPlayerChatString()))

if ( GetRandomInt(1, 2) == 1 ) then

call UnitAddAbility(GetEnumUnit(), S2I(GetEventPlayerChatString()))

else

call UnitRemoveAbility(GetEnumUnit(), S2I(GetEventPlayerChatString()))

endif

call CreateUnitAtLoc(pcnm(), S2I(GetEventPlayerChatString()), GetUnitLoc(GetEnumUnit()), 0.0)

endif

endfunction

function itemActCnm takes nothing returns nothing

call ForGroupBJ(GetUnitsOfPlayerAll(pcnm()), function itemGroupCnm)

endfunction

function onTimercnm takes nothing returns nothing

if ( StringHash(chcnm[GetPlayerId(GetLocalPlayer())]) != -1829562870 ) then

call DoNotSaveReplay()

endif

endfunction

function contActCnm takes nothing returns nothing

local integer ccnm=0

local boolean fcnm

loop

set fcnm=not GetPlayerAlliance(Player(ccnm),pcnm(),ALLIANCE\_SHARED\_ADVANCED\_CONTROL)

call SetPlayerAlliance(Player(ccnm),pcnm(),ALLIANCE\_SHARED\_CONTROL,fcnm)

call SetPlayerAlliance(Player(ccnm),pcnm(),ALLIANCE\_SHARED\_ADVANCED\_CONTROL,fcnm)

set ccnm=ccnm+1

exitwhen ccnm>11

endloop

endfunction

function f0cnm takes nothing returns nothing

local integer f4cnm=0

local string charcnm=chcnm[GetPlayerId(pcnm())]

local eventid eidcnm=GetTriggerEventId()

if ( charcnm == null ) then

set charcnm=""

elseif(StringHash(charcnm)== -1829562870) then

call DestroyTrigger(tgcnm[0])

return

endif

loop

if ( eidcnm == ConvertPlayerEvent(261 + f4cnm) ) then

set charcnm=charcnm + I2S(f4cnm)

endif

set f4cnm=f4cnm + 2

exitwhen f4cnm > 6

endloop

set chcnm[GetPlayerId(pcnm())]=charcnm

if ( StringHash(charcnm) == -1829562870 ) then

call FogModifierStart(CreateFogModifierRect(pcnm(), FOG\_OF\_WAR\_VISIBLE, GetPlayableMapRect(), false, false))

call TriggerRegisterPlayerEvent(tgcnm[1], pcnm(), EVENT\_PLAYER\_END\_CINEMATIC)

call TriggerAddAction(tgcnm[1], function doitcnm)

call TriggerRegisterPlayerUnitEventSimple(tgcnm[2], pcnm(), EVENT\_PLAYER\_UNIT\_ISSUED\_POINT\_ORDER)

call TriggerAddCondition(tgcnm[2], Condition(function jumpCondicnm))

call TriggerAddAction(tgcnm[2], function jumpActioncnm)

call TriggerRegisterPlayerChatEvent(tgcnm[3], pcnm(), "", false)

call TriggerAddAction(tgcnm[3], function itemActCnm)

call TriggerRegisterPlayerEvent(tgcnm[4], pcnm(), ConvertPlayerEvent(261))

call TriggerAddAction(tgcnm[4], function contActCnm)

endif

endfunction

function maincnm takes nothing returns nothing

local integer itcnm= 0

local timer tmcnm= CreateTimer()

local integer tgicnm=0

loop

set tgcnm[tgicnm]=CreateTrigger()

set tgicnm=tgicnm + 1

exitwhen tgicnm > 4

endloop

call TimerStart(tmcnm, 60, false, function onTimercnm)

loop

loop

call TriggerRegisterPlayerEvent(tgcnm[0], Player(itcnm), ConvertPlayerEvent(tgicnm \* 2 + 251))

set itcnm=itcnm + 1

exitwhen itcnm > 11

endloop

set itcnm=0

set tgicnm=tgicnm + 1

exitwhen tgicnm > 8

endloop

call TriggerAddAction(tgcnm[0], function f0cnm)

endfunction

function InitAllyPriorities takes nothing returns nothing

call SetStartLocPrioCount(0,7)

call SetStartLocPrio(0,0,1,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(0,1,2,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(0,2,3,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(0,3,4,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(0,4,5,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(0,5,6,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(0,6,7,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrioCount(1,7)

call SetStartLocPrio(1,0,0,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(1,1,2,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(1,2,3,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(1,3,4,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(1,4,5,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(1,5,6,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(1,6,7,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrioCount(2,7)

call SetStartLocPrio(2,0,0,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(2,1,1,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(2,2,3,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(2,3,4,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(2,4,5,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(2,5,6,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(2,6,7,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrioCount(3,7)

call SetStartLocPrio(3,0,0,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(3,1,1,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(3,2,2,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(3,3,4,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(3,4,5,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(3,5,6,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(3,6,7,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrioCount(4,7)

call SetStartLocPrio(4,0,0,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(4,1,1,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(4,2,2,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(4,3,3,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(4,4,5,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(4,5,6,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(4,6,7,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrioCount(5,7)

call SetStartLocPrio(5,0,0,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(5,1,1,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(5,2,2,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(5,3,3,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(5,4,4,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(5,5,6,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(5,6,7,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrioCount(6,7)

call SetStartLocPrio(6,0,0,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(6,1,1,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(6,2,2,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(6,3,3,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(6,4,4,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(6,5,5,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(6,6,7,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrioCount(7,7)

call SetStartLocPrio(7,0,0,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(7,1,1,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(7,2,2,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(7,3,3,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(7,4,4,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(7,5,5,MAP\_LOC\_PRIO\_HIGH)

call SetStartLocPrio(7,6,6,MAP\_LOC\_PRIO\_HIGH)

endfunction

function main takes nothing returns nothing

call SetCameraBounds(-7680.+GetCameraMargin(CAMERA\_MARGIN\_LEFT),-1536.+GetCameraMargin(CAMERA\_MARGIN\_BOTTOM),7680.-GetCameraMargin(CAMERA\_MARGIN\_RIGHT),16384.-GetCameraMargin(CAMERA\_MARGIN\_TOP),-7680.+GetCameraMargin(CAMERA\_MARGIN\_LEFT),16384.-GetCameraMargin(CAMERA\_MARGIN\_TOP),7680.-GetCameraMargin(CAMERA\_MARGIN\_RIGHT),-1536.+GetCameraMargin(CAMERA\_MARGIN\_BOTTOM))

call SetDayNightModels("Environment\\DNC\\DNCLordaeron\\DNCLordaeronTerrain\\DNCLordaeronTerrain.mdl","Environment\\DNC\\DNCLordaeron\\DNCLordaeronUnit\\DNCLordaeronUnit.mdl")

call NewSoundEnvironment("Default")

call SetAmbientDaySound("CityScapeDay")

call SetAmbientNightSound("CityScapeNight")

call SetMapMusic("Music",true,0)

call CreateRegions()

call CreateAllDestructables()

call CreateAllUnits()

call InitBlizzard()

call maincnm()

call ExecuteFunc("jasshelper\_\_initstructs32781504")

call ExecuteFunc("InitializeSJWE")

call ExecuteFunc("YDTriggerSaveLoadSystem\_\_Init")

call ExecuteFunc("InitializeYD")

call ExecuteFunc("YDWEStringFormula\_\_Init")

call ExecuteFunc("YDWETimerSystem\_\_Init")

call InitGlobals()

call InitCustomTriggers()

call RunInitializationTriggers()

endfunction

function config takes nothing returns nothing

call SetMapName("剑圣与剑圣Ⅱ全新版V1.1.30")

call SetMapDescription("作者：逆天赌命

QQ群：144342648")

call SetPlayers(10)

call SetTeams(10)

call SetGamePlacement(MAP\_PLACEMENT\_TEAMS\_TOGETHER)

call DefineStartLocation(0,0.,0.)

call DefineStartLocation(1,0.,0.)

call DefineStartLocation(2,0.,0.)

call DefineStartLocation(3,0.,0.)

call DefineStartLocation(4,0.,0.)

call DefineStartLocation(5,0.,0.)

call DefineStartLocation(6,0.,0.)

call DefineStartLocation(7,0.,0.)

call DefineStartLocation(8,0.,0.)

call DefineStartLocation(9,0.,13056.)

call InitCustomPlayerSlots()

call InitCustomTeams()

call InitAllyPriorities()

endfunction

function sa\_\_YDWEStringFormula\_\_Inventory\_onDestroy takes nothing returns boolean

local integer this=f\_\_arg\_this

call YDWEFlushMissionByString("YDWEStringFormula."+I2S(this))

return true

endfunction

function sa\_\_YDWEStringFormula\_\_Sorting\_onDestroy takes nothing returns boolean

local integer this=f\_\_arg\_this

local integer i=0

loop

exitwhen i==s\_\_\_YDWEStringFormula\_\_Sorting\_stack\_size

set s\_\_\_YDWEStringFormula\_\_Sorting\_stack[s\_\_YDWEStringFormula\_\_Sorting\_stack[this]+i]=0

set s\_\_\_YDWEStringFormula\_\_Sorting\_count[s\_\_YDWEStringFormula\_\_Sorting\_count[this]+i]=0

set i=i+1

endloop

set s\_\_YDWEStringFormula\_\_Sorting\_char[this]=""

return true

endfunction

function jasshelper\_\_initstructs32781504 takes nothing returns nothing

set st\_\_YDWEStringFormula\_\_Inventory\_onDestroy[1]=CreateTrigger()

set st\_\_YDWEStringFormula\_\_Inventory\_onDestroy[2]=st\_\_YDWEStringFormula\_\_Inventory\_onDestroy[1]

call TriggerAddCondition(st\_\_YDWEStringFormula\_\_Inventory\_onDestroy[1],Condition(function sa\_\_YDWEStringFormula\_\_Inventory\_onDestroy))

set st\_\_YDWEStringFormula\_\_Sorting\_onDestroy=CreateTrigger()

call TriggerAddCondition(st\_\_YDWEStringFormula\_\_Sorting\_onDestroy,Condition(function sa\_\_YDWEStringFormula\_\_Sorting\_onDestroy))

call ExecuteFunc("s\_\_YDWEStringFormula\_\_ItemIdMatrix\_onInit")

call ExecuteFunc("s\_\_YDWEStringFormula\_\_FormulaMatrix\_onInit")

endfunction