

- 0000
- StatusLogic 00 battle log, chest log Game_sys 00
 - DialogView cursor 00 0 00 00
 - DialogView cursor 00 0 Enter 0, 00 00 00
 - StatusLogic000 Battle 00
 - 0 -> 000 00 00 00 (cal_atkSuccess)
 - 000 -> 0 00 00 00 (cal_atkSuccess)
 - 00 00 00 (cal_runSuccess)
 - 00 00 0 000 -> 0 00 00 00 (cal_atkSuccess)
 - killCheck 00 000 00 00
 - killCheck_all 00 00 00
 - 0 000 00 000 Status view update
 - currentBtn 00 0 000 000 00 000 00 00
 - currentBtn00 00 000 00 00
 - Battle 00 000 dead 00 0, main menu 00

- 00 00
- Script 0 Battle 00 00 00 (000 000 Status, Battle 00 log 00)

Previous

Next

11th September 2023
2023.08.06

11th September 2023
2023.08.20