## 整个点击WA的核心只有两个，一个是安全框架代码，另一个是每个技能的点击代码。技能循环逻辑需要对这个职业有熟悉的了解，安全框架代码以及技能点击代码我这边给出修改点。如果你对这个职业循环比较了解，恭喜你也能做出同样的点击WA了

# 安全框架代码

位置：



local spellnamelist = {

"战中补骨盾-黑疫", --1

"补冰冷触摸-黑疫", --2

"补暗影打击-黑疫", --3

"补鲜血打击-黑疫", --4

"补天灾打击-黑疫", --5

"召唤食尸鬼-黑疫", --6

"凋零缠绕-黑疫", --7

"寒冬号角-黑疫", --8

"冰冷触摸-黑疫", --9

"食尸鬼狂乱-黑疫", --10

"暗影打击-黑疫", --11

"传染-黑疫", --12

"鲜血打击-黑疫", --13

"天灾打击-黑疫", --14

"活力分流-黑疫", --15

"万能食尸鬼狂乱-黑疫", --16

"天打传染-黑疫", --17

"AOE鲜血打击-黑疫", --18

"血液沸腾-黑疫", --19

"枯萎凋零-黑疫", --20

"浦东公鸡-黑疫", --21

}

g\_spellBitMask = 0

\_ManagerFrame = CreateFrame("Frame", "SafeBtnManager", UIParent, "SecureHandlerStateTemplate")

\_ManagerFrame.Execute = SecureHandlerExecute

\_ManagerFrame.WrapScript = function(self, frame, script, preBody, postBody) return SecureHandlerWrapScript(frame, script, self, preBody, postBody) end

\_ManagerFrame.SetFrameRef = SecureHandlerSetFrameRef

\_ManagerFrame:Execute[[

Manager = self

BindLyr = nil

ResetLyr = nil

CheckLyrs = newtable()

deepest = 21

spellName = "浦东公鸡-黑疫"

onBindLyrClick = [==[

if (deepest >=1) and (deepest <=21) then

if (deepest == 19) then

spellName = "血液沸腾"

BindLyr:SetAttribute("type", "spell")

BindLyr:SetAttribute("spell", spellName)

elseif (deepest == 18) then

spellName = "鲜血打击"

BindLyr:SetAttribute("type", "spell")

BindLyr:SetAttribute("spell", spellName)

elseif (deepest == 17) then

spellName = "传染"

BindLyr:SetAttribute("type", "spell")

BindLyr:SetAttribute("spell", spellName)

elseif (deepest == 16) then

spellName = "食尸鬼狂乱"

BindLyr:SetAttribute("type", "spell")

BindLyr:SetAttribute("spell", spellName)

elseif (deepest == 15) then

spellName = "活力分流"

BindLyr:SetAttribute("type", "spell")

BindLyr:SetAttribute("spell", spellName)

elseif (deepest == 14) then

spellName = "天灾打击"

BindLyr:SetAttribute("type", "spell")

BindLyr:SetAttribute("spell", spellName)

elseif (deepest == 13) then

spellName = "鲜血打击"

BindLyr:SetAttribute("type", "spell")

BindLyr:SetAttribute("spell", spellName)

elseif (deepest == 12) then

spellName = "传染"

BindLyr:SetAttribute("type", "spell")

BindLyr:SetAttribute("spell", spellName)

elseif (deepest == 11) then

spellName = "暗影打击"

BindLyr:SetAttribute("type", "spell")

BindLyr:SetAttribute("spell", spellName)

elseif (deepest == 10) then

spellName = "食尸鬼狂乱"

BindLyr:SetAttribute("type", "spell")

BindLyr:SetAttribute("spell", spellName)

elseif (deepest == 9) then

spellName = "冰冷触摸"

BindLyr:SetAttribute("type", "spell")

BindLyr:SetAttribute("spell", spellName)

elseif (deepest == 8) then

spellName = "寒冬号角"

BindLyr:SetAttribute("type", "spell")

BindLyr:SetAttribute("spell", spellName)

elseif (deepest == 7) then

spellName = "凋零缠绕"

BindLyr:SetAttribute("type", "spell")

BindLyr:SetAttribute("spell", spellName)

elseif (deepest == 6) then

spellName = "亡者复生"

BindLyr:SetAttribute("type", "spell")

BindLyr:SetAttribute("spell", spellName)

elseif (deepest == 5) then

spellName = "天灾打击"

BindLyr:SetAttribute("type", "spell")

BindLyr:SetAttribute("spell", spellName)

elseif (deepest == 4) then

spellName = "鲜血打击"

BindLyr:SetAttribute("type", "spell")

BindLyr:SetAttribute("spell", spellName)

elseif (deepest == 3) then

spellName = "暗影打击"

BindLyr:SetAttribute("type", "spell")

BindLyr:SetAttribute("spell", spellName)

elseif (deepest == 2) then

spellName = "冰冷触摸"

BindLyr:SetAttribute("type", "spell")

BindLyr:SetAttribute("spell", spellName)

elseif (deepest == 1) then

spellName = "白骨之盾"

BindLyr:SetAttribute("type", "spell")

BindLyr:SetAttribute("spell", spellName)

elseif(deepest == 20) then

BindLyr:SetAttribute("type", "macro")

spellName = "/cast [@player] 枯萎凋零"

BindLyr:SetAttribute("macrotext", spellName)

elseif(deepest == 21) then

BindLyr:SetAttribute("type", "macro")

spellName = "/petattack\n/cancelaura 活力分流"

BindLyr:SetAttribute("macrotext", spellName)

end

else

BindLyr:SetAttribute("type", "macro")

spellName = ""

BindLyr:SetAttribute("macrotext", spellName)

--print("error")

end

--if(deepest <= 21) then

-- print("Bind: ",spellName,deepest)

--end

]==]

onResetLyrClick = [==[

if (deepest <= 21) then

deepest = 100

end

]==]

onCheckLyrClick = [==[

local index = ...

local chk = CheckLyrs[index]

if(deepest > index) then

deepest = index

end

--print("onCheckLyrClick: "..chk:GetName().." deepest=",deepest)

]==]

]]

local point, relativeTo, relativePoint, offsetX, offsetY = aura\_env.region:GetPoint()

local w,h = aura\_env.region:GetSize()

for i, spellname in ipairs(spellnamelist) do

local chk = CreateFrame("Button", "CheckLyr".. i, UIParent, "SecureActionButtonTemplate")

\_ManagerFrame:SetFrameRef("CheckLyr", chk)

chk:RegisterForClicks("AnyDown")

chk:SetPropagateMouseClicks(true)

chk:SetPassThroughButtons("RightButton")

chk:SetFrameLevel(i\*2)

chk:SetPoint(point, relativeTo, relativePoint, 0, 0)

chk:SetSize(w,h)

\_ManagerFrame:Execute(string.format([[

local index = %d

local chk = Manager:GetFrameRef("CheckLyr")

CheckLyrs[index] = chk

]], i))

\_ManagerFrame:WrapScript(chk, "OnClick", string.format([[Manager:Run(onCheckLyrClick, %d)]],i))

end

local bndlyr = CreateFrame("Button", "BndLyr", UIParent, "SecureActionButtonTemplate")

\_ManagerFrame:SetFrameRef("BindLyr", bndlyr)

bndlyr:RegisterForClicks("AnyUp")

bndlyr:SetPropagateMouseClicks(true)

bndlyr:SetPassThroughButtons("RightButton")

bndlyr:SetFrameLevel(200)

bndlyr:SetPoint(point, relativeTo, relativePoint, 0, 0)

bndlyr:SetSize(w,h)

\_ManagerFrame:Execute([[

local bndlyr = Manager:GetFrameRef("BindLyr")

BindLyr = bndlyr

]])

\_ManagerFrame:WrapScript(bndlyr, "OnClick", [[Manager:Run(onBindLyrClick)]])

local rstlyr = CreateFrame("Button", "RstLyr", UIParent, "SecureActionButtonTemplate")

\_ManagerFrame:SetFrameRef("CheckLyr", rstlyr)

rstlyr:RegisterForClicks("AnyDown")

rstlyr:SetPropagateMouseClicks(true)

rstlyr:SetPassThroughButtons("RightButton")

rstlyr:SetFrameLevel(100)

rstlyr:SetPoint(point, relativeTo, relativePoint, 0, 0)

rstlyr:SetSize(w,h)

\_ManagerFrame:Execute([[

local rstlyr = Manager:GetFrameRef("CheckLyr")

ResetLyr = rstlyr

]])

\_ManagerFrame:WrapScript(rstlyr, "OnClick", [[Manager:Run(onResetLyrClick)]])

local btmbtn = CreateFrame("Button", "BmBtn", UIParent, "SecureActionButtonTemplate")

btmbtn:SetPropagateMouseClicks(false)

btmbtn:SetPassThroughButtons("RightButton")

btmbtn:SetFrameLevel(1)

btmbtn:SetPoint(point, relativeTo, relativePoint, 0, 0)

btmbtn:SetSize(w,h)

btmbtn:SetAttribute("type", "macro")

btmbtn:SetAttribute("macrotext", "/startattack")

以上有注释的地方都是我在制作不同职业时候有所改动的，其他代码均未进行改动。

# 技能设置点击代码



local e = aura\_env

local lyr = 15

local name = "活力分流-黑疫"

local cvr = CreateFrame("Frame")

local p,rt,rp,x,y = e.region:GetPoint()

local w,h = e.region:GetSize()

cvr:EnableMouse(true)

cvr:SetPropagateMouseClicks(false)

cvr:SetPassThroughButtons("RightButton")

cvr:SetFrameLevel(lyr\*2+1)

cvr:SetPoint(p,rt,rp, 0, 0)

cvr:SetSize(w,h)

cvr:SetScript('OnUpdate', function()

local tmp = g\_spellBitMask

p,rt,rp,x,y = e.region:GetPoint()

if(y < 1) then

tmp = bit.bor(bit.lshift(1,lyr), tmp)

else

tmp = bit.band(bit.bnot(bit.lshift(1,lyr)), tmp)

end

if(tmp == g\_spellBitMask) then

--return

else

g\_spellBitMask = tmp

end

for i=1,lyr,1 do

tmp = bit.rshift(tmp,1)

if (bit.band(tmp,1) == 1) then

if(i <= lyr) then

cvr:SetSize(0, 0)

return

end

end

end

cvr:SetSize(w,h)

end)

# 技能优先级

**优先级从下到上，比如下图所有图标同时出现的情况下**

**优先级最高为 战中补骨盾-黑疫，最低为浦东公鸡-黑疫**



DIY某职业点击WA需要对这个职业的输出循环有个尽可能详细的认知，并且设置对应的触发条件，再根据技能优先级进行排列，比如骨盾的BUFF我设置成了最高，如果没有骨盾BUFF那么在活力分流后的万能符文，会触发骨盾，狂乱，血打，血沸4个图标。由于骨盾优先级最高，所以骨盾的图标会把其他技能覆盖。如果骨盾BUFF存在，则会使用狂乱，优先级以此类推。

触发逻辑只能大家自己去研究本职业总结了，我这边的确提供不了太多灵感。不过可以参考已经发布的版本的触发器去找找思路。