

MonoBehaviour Base

PPtr<GameObject> m_GameObject

int m_FileID = 0

SInt64 m_PathID = 0

UInt8 m_Enabled = 1

PPtr<MonoScript> m_Script

int m_FileID = 0

SInt64 m_PathID = 5087587463111955758

string m_Name = "RaceScoreParam"

float ScoreRate = 1

vector mPoint

Array Array

int size = 27

[0]

int data = 5

[1]

int data = 20

[2]

int data = 0

[3]

int data = 50

[4]

int data = 0

[5]

int data = 50

[6]

int data = 10

[7]

int data = 0

[8]

int data = 0

[9]

int data = 0

[10]

int data = 0

[11]

int data = 50

[12]

int data = 1

[13]

int data = 5

[14]

int data = 5

```
[15]
int data = 0
[16]
int data = 5
[17]
int data = 15
[18]
int data = 30
[19]
int data = 10
[20]
int data = 30
[21]
int data = 10
[22]
int data = 15
[23]
int data = 20
[24]
int data = 25
[25]
int data = 30
[26]
int data = 50
```

vector InterimRankBonus

Array Array

int size = 8

```
[0]
int data = 100
[1]
int data = 80
[2]
int data = 60
[3]
int data = 50
[4]
int data = 40
[5]
int data = 30
[6]
int data = 20
[7]
int data = 10
```

EngineLevelParam mEngineLevelParams

Array Array

int size = 4

[0]

EngineLevelParam data

float AddScoreIntervalWhileGlide = 2.5

float AddScoreIntervalWhileWater = 7.5

float AddScoreIntervalWhileItem018 = 2.5

float AddScoreIntervalWhileDriftKeep = 2.5

float InterimRankBonusRate = 0.5

int ComboNumMax = 5

[1]

EngineLevelParam data

float AddScoreIntervalWhileGlide = 2

float AddScoreIntervalWhileWater = 6

float AddScoreIntervalWhileItem018 = 2

float AddScoreIntervalWhileDriftKeep = 2

float InterimRankBonusRate = 1

int ComboNumMax = 10

[2]

EngineLevelParam data

float AddScoreIntervalWhileGlide = 1.5

float AddScoreIntervalWhileWater = 4.5

float AddScoreIntervalWhileItem018 = 1.5

float AddScoreIntervalWhileDriftKeep = 1.5

float InterimRankBonusRate = 2

int ComboNumMax = 15

[3]

EngineLevelParam data

float AddScoreIntervalWhileGlide = 1.2

float AddScoreIntervalWhileWater = 3.6

float AddScoreIntervalWhileItem018 = 1.2

float AddScoreIntervalWhileDriftKeep = 1.2

float InterimRankBonusRate = 2

int ComboNumMax = 15

ComboParam Combo

vector Score

Array Array

int size = 4

[0]

int data = 5

[1]

int data = 10

```

[2]
int data = 20
[3]
int data = 30
vector Time
    Array Array
    int size = 4
    [0]
    float data = 1.4
    [1]
    float data = 1.8
    [2]
    float data = 2.1
    [3]
    float data = 2.4
int ComboScoreAdd = 1
float ComboScoreRate = 0.1
ItemScore Item
    ItemUpSkillParam ItemTypeScore
    Array Array
    int size = 55
    [0]
    ItemUpSkillParam data
        OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 10
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 10
    OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
    OneUpParam data

```

```

        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[1]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 25
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 50
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[2]

```

```
ItemUpSkillParam data
  OneUpParam mScoreUp
    Array Array
    int size = 3
    [0]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
      OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 25
    [2]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 50
  OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
      OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 0
    [2]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[3]
ItemUpSkillParam data
  OneUpParam mScoreUp
    Array Array
    int size = 3
    [0]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
      OneUpParam data
        UInt8 IsEnabled = 1
```

```

        int Deafult = 25
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 50
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[4]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 10
        [1]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 10
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 100
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 1

```

```

        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[5]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 4
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 100
        [3]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 25
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
        [2]
        OneUpParam data

```

UInt8 IsEnabled = 0
int Deafult = 0

[6]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 1

int Deafult = 25

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 50

OneUpParam mCoinUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 1

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[7]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 5

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 10

OneUpParam mCoinUp

Array Array
int size = 3

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[8]
ItemUpSkillParam data
 OneUpParam mScoreUp

Array Array
int size = 3

[0]
OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

OneUpParam mCoinUp

Array Array
int size = 3

```
[0]
OneUpParam data
    UInt8 IsEnabled = 0
    int Deafult = 0

[1]
OneUpParam data
    UInt8 IsEnabled = 1
    int Deafult = 0

[2]
OneUpParam data
    UInt8 IsEnabled = 0
    int Deafult = 0

[9]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
            [0]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 10
            [1]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 100
            [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 100
        OneUpParam mCoinUp
            Array Array
            int size = 3
                [0]
                OneUpParam data
                    UInt8 IsEnabled = 1
                    int Deafult = 0
                [1]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
                [2]
                OneUpParam data
                    UInt8 IsEnabled = 0
```

```

int Deafult = 0
[10]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [1]
                OneUpParam data
                    UInt8 IsEnabled = 1
                    int Deafult = 25
            [2]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 50
    OneUpParam mCoinUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [1]
                OneUpParam data
                    UInt8 IsEnabled = 1
                    int Deafult = 0
            [2]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
[11]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [1]

```

```

        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 10
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 10
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[12]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 4
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [3]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 25

```

```
OneUpParam mCoinUp
  Array Array
  int size = 3
    [0]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
      OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 0
    [2]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[13]
ItemUpSkillParam data
  OneUpParam mScoreUp
    Array Array
    int size = 3
      [0]
        OneUpParam data
          UInt8 IsEnabled = 0
          int Deafult = 0
      [1]
        OneUpParam data
          UInt8 IsEnabled = 1
          int Deafult = 25
      [2]
        OneUpParam data
          UInt8 IsEnabled = 0
          int Deafult = 50
  OneUpParam mCoinUp
    Array Array
    int size = 3
      [0]
        OneUpParam data
          UInt8 IsEnabled = 0
          int Deafult = 0
      [1]
        OneUpParam data
          UInt8 IsEnabled = 1
          int Deafult = 0
```

```

[2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0

[14]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 25
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 50
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 0
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0

[15]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
            OneUpParam data

```

```

        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 25
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 50
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[16]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 25
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 50
    OneUpParam mCoinUp

```

```
Array Array
int size = 3
    [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[17]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 1
                    int Deafult = 0
            [1]
                OneUpParam data
                    UInt8 IsEnabled = 1
                    int Deafult = 10
            [2]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 25
    OneUpParam mCoinUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [1]
                OneUpParam data
                    UInt8 IsEnabled = 1
                    int Deafult = 0
            [2]
```

OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[18]

ItemUpSkillParam data

 OneUpParam mScoreUp

 Array Array

 int size = 4

 [0]

 OneUpParam data

 UInt8 IsEnabled = 1

 int Deafult = 10

 [1]

 OneUpParam data

 UInt8 IsEnabled = 0

 int Deafult = 0

 [2]

 OneUpParam data

 UInt8 IsEnabled = 0

 int Deafult = 0

 [3]

 OneUpParam data

 UInt8 IsEnabled = 1

 int Deafult = 25

 OneUpParam mCoinUp

 Array Array

 int size = 3

 [0]

 OneUpParam data

 UInt8 IsEnabled = 1

 int Deafult = 0

 [1]

 OneUpParam data

 UInt8 IsEnabled = 1

 int Deafult = 0

 [2]

 OneUpParam data

 UInt8 IsEnabled = 0

 int Deafult = 0

[19]

ItemUpSkillParam data

 OneUpParam mScoreUp

 Array Array

```

int size = 3
    [0]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 25
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 50
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[20]
ItemUpSkillParam data
    OneUpParam mScoreUp
    Array Array
    int size = 3
    [0]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 25
    [2]
    OneUpParam data

```

```

        UInt8 IsEnabled = 0
        int Deafult = 100
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[21]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 25
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 50
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data

```

```

        UInt8 IsEnabled = 1
        int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[22]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 50
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 50
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 0
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
[23]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3

```

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 25

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

OneUpParam mCoinUp

Array Array
int size = 3

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[24]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array
int size = 3

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0

```

                                int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[25]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
            [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
            [1]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
            [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
            [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
            [1]
            OneUpParam data
                UInt8 IsEnabled = 0

```

```

                                int Deafult = 0
                                [2]
                                OneUpParam data
                                UInt8 IsEnabled = 0
                                int Deafult = 0
[26]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[27]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]

```

OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 25

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 50

OneUpParam mCoinUp

Array Array
int size = 3

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[28]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array
int size = 3

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

```

OneUpParam mCoinUp
    Array Array
    int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
[29]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [1]
                OneUpParam data
                    UInt8 IsEnabled = 1
                    int Deafult = 25
            [2]
                OneUpParam data
                    UInt8 IsEnabled = 1
                    int Deafult = 100
OneUpParam mCoinUp
    Array Array
    int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 0

```

```

[2]
    OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 0
[30]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 50
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
[31]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
            OneUpParam data

```

```

        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[32]
ItemUpSkillParam data
    OneUpParam mScoreUp
    Array Array
    int size = 3
    [0]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
OneUpParam mCoinUp

```

```
Array Array
int size = 3
    [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[33]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [1]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [2]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [1]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [2]
```

OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[34]

ItemUpSkillParam data

 OneUpParam mScoreUp

 Array Array

 int size = 3

 [0]

 OneUpParam data

 UInt8 IsEnabled = 0

 int Deafult = 0

 [1]

 OneUpParam data

 UInt8 IsEnabled = 1

 int Deafult = 25

 [2]

 OneUpParam data

 UInt8 IsEnabled = 0

 int Deafult = 0

 OneUpParam mCoinUp

 Array Array

 int size = 3

 [0]

 OneUpParam data

 UInt8 IsEnabled = 0

 int Deafult = 0

 [1]

 OneUpParam data

 UInt8 IsEnabled = 0

 int Deafult = 0

 [2]

 OneUpParam data

 UInt8 IsEnabled = 0

 int Deafult = 0

[35]

ItemUpSkillParam data

 OneUpParam mScoreUp

 Array Array

 int size = 3

 [0]

 OneUpParam data

 UInt8 IsEnabled = 0

```

        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 25
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[36]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    OneUpParam mCoinUp
        Array Array

```

```

int size = 3
    [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[37]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
            int size = 3
                [0]
                    OneUpParam data
                        UInt8 IsEnabled = 0
                        int Deafult = 0
                [1]
                    OneUpParam data
                        UInt8 IsEnabled = 0
                        int Deafult = 0
                [2]
                    OneUpParam data
                        UInt8 IsEnabled = 0
                        int Deafult = 0
    OneUpParam mCoinUp
        Array Array
            int size = 3
                [0]
                    OneUpParam data
                        UInt8 IsEnabled = 0
                        int Deafult = 0
                [1]
                    OneUpParam data
                        UInt8 IsEnabled = 0
                        int Deafult = 0
                [2]
                    OneUpParam data

```

UInt8 IsEnabled = 0
int Deafult = 0

[38]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

OneUpParam mCoinUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[39]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

OneUpParam mCoinUp

Array Array
int size = 3

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[40]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array
int size = 3

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

OneUpParam mCoinUp

Array Array
int size = 3

```

[0]
OneUpParam data
    UInt8 IsEnabled = 0
    int Deafult = 0

[1]
OneUpParam data
    UInt8 IsEnabled = 0
    int Deafult = 0

[2]
OneUpParam data
    UInt8 IsEnabled = 0
    int Deafult = 0

[41]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
            [0]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 25
            [1]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 25
            [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        OneUpParam mCoinUp
            Array Array
            int size = 3
                [0]
                OneUpParam data
                    UInt8 IsEnabled = 1
                    int Deafult = 0
                [1]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
                [2]
                OneUpParam data
                    UInt8 IsEnabled = 0

```

int Deafult = 0

[42]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

OneUpParam mCoinUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[43]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

```

        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 50
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 50
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[44]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 25
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 50
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]

```

OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[45]

ItemUpSkillParam data

 OneUpParam mScoreUp

 Array Array

 int size = 3

 [0]
 OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

 [1]
 OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 25

 [2]
 OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 50

 OneUpParam mCoinUp

 Array Array

 int size = 3

 [0]
 OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

 [1]
 OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 0

 [2]
 OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[46]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

OneUpParam mCoinUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[47]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

```

        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[48]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 4
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 100
        [3]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 25
    OneUpParam mCoinUp

```

```
Array Array
int size = 3
    [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[49]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [1]
                OneUpParam data
                    UInt8 IsEnabled = 1
                    int Deafult = 100
            [2]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 100
    OneUpParam mCoinUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [1]
                OneUpParam data
                    UInt8 IsEnabled = 1
                    int Deafult = 0
            [2]
```

OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[50]

ItemUpSkillParam data

 OneUpParam mScoreUp

 Array Array

 int size = 3

 [0]

 OneUpParam data

 UInt8 IsEnabled = 0

 int Deafult = 0

 [1]

 OneUpParam data

 UInt8 IsEnabled = 1

 int Deafult = 10

 [2]

 OneUpParam data

 UInt8 IsEnabled = 0

 int Deafult = 10

 OneUpParam mCoinUp

 Array Array

 int size = 3

 [0]

 OneUpParam data

 UInt8 IsEnabled = 0

 int Deafult = 0

 [1]

 OneUpParam data

 UInt8 IsEnabled = 1

 int Deafult = 0

 [2]

 OneUpParam data

 UInt8 IsEnabled = 0

 int Deafult = 0

[51]

ItemUpSkillParam data

 OneUpParam mScoreUp

 Array Array

 int size = 3

 [0]

 OneUpParam data

 UInt8 IsEnabled = 1

```

        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 10
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 10
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
    OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[52]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    OneUpParam mCoinUp
        Array Array

```

```

int size = 3
    [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[53]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
            int size = 3
                [0]
                    OneUpParam data
                        UInt8 IsEnabled = 0
                        int Deafult = 0
                [1]
                    OneUpParam data
                        UInt8 IsEnabled = 0
                        int Deafult = 0
                [2]
                    OneUpParam data
                        UInt8 IsEnabled = 0
                        int Deafult = 0
    OneUpParam mCoinUp
        Array Array
            int size = 3
                [0]
                    OneUpParam data
                        UInt8 IsEnabled = 0
                        int Deafult = 0
                [1]
                    OneUpParam data
                        UInt8 IsEnabled = 0
                        int Deafult = 0
                [2]
                    OneUpParam data

```

UInt8 IsEnabled = 0
int Deafult = 0

[54]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 1

int Deafult = 25

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 10

OneUpParam mCoinUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 1

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

ItemUpSkillParam ItemSlotResultScore

Array Array

int size = 83

[0]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 3

[0]

```

OneUpParam data
    UInt8 IsEnabled = 0
    int Deafult = 0
[1]
OneUpParam data
    UInt8 IsEnabled = 0
    int Deafult = 0
[2]
OneUpParam data
    UInt8 IsEnabled = 0
    int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[1]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0

```

```
OneUpParam mCoinUp
  Array Array
  int size = 3
    [0]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
      OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 0
    [2]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[2]
ItemUpSkillParam data
  OneUpParam mScoreUp
    Array Array
    int size = 3
      [0]
        OneUpParam data
          UInt8 IsEnabled = 0
          int Deafult = 0
      [1]
        OneUpParam data
          UInt8 IsEnabled = 1
          int Deafult = 0
      [2]
        OneUpParam data
          UInt8 IsEnabled = 0
          int Deafult = 0
OneUpParam mCoinUp
  Array Array
  int size = 3
    [0]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
      OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 0
```

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[3]
ItemUpSkillParam data
 OneUpParam mScoreUp
 Array Array
 int size = 3
 [0]
 OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0
 [1]
 OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 0
 [2]
 OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0
 OneUpParam mCoinUp
 Array Array
 int size = 3
 [0]
 OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0
 [1]
 OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 0
 [2]
 OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[4]
ItemUpSkillParam data
 OneUpParam mScoreUp
 Array Array
 int size = 3
 [0]
 OneUpParam data

```

        UInt8 IsEnabled = 1
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
    OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 10
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[5]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    OneUpParam mCoinUp

```

```

Array Array
int size = 3
    [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[6]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [1]
                OneUpParam data
                    UInt8 IsEnabled = 1
                    int Deafult = 0
            [2]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [1]
                OneUpParam data
                    UInt8 IsEnabled = 1
                    int Deafult = 0
            [2]

```

OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[7]

ItemUpSkillParam data

 OneUpParam mScoreUp

 Array Array

 int size = 3

 [0]

 OneUpParam data

 UInt8 IsEnabled = 0

 int Deafult = 0

 [1]

 OneUpParam data

 UInt8 IsEnabled = 1

 int Deafult = 0

 [2]

 OneUpParam data

 UInt8 IsEnabled = 0

 int Deafult = 0

 OneUpParam mCoinUp

 Array Array

 int size = 3

 [0]

 OneUpParam data

 UInt8 IsEnabled = 0

 int Deafult = 0

 [1]

 OneUpParam data

 UInt8 IsEnabled = 1

 int Deafult = 0

 [2]

 OneUpParam data

 UInt8 IsEnabled = 0

 int Deafult = 0

[8]

ItemUpSkillParam data

 OneUpParam mScoreUp

 Array Array

 int size = 3

 [0]

 OneUpParam data

 UInt8 IsEnabled = 1

```

        int Deafult = 10
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
    OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[9]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    OneUpParam mCoinUp
        Array Array

```

```

int size = 3
    [0]
    OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[10]
ItemUpSkillParam data
    OneUpParam mScoreUp
    Array Array
    int size = 4
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [3]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
    OneUpParam mCoinUp
    Array Array
    int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data

```

```

        UInt8 IsEnabled = 1
        int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[11]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 0
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 0
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
[12]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3

```

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

OneUpParam mCoinUp

Array Array
int size = 3

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[13]
ItemUpSkillParam data
 OneUpParam mScoreUp

Array Array
int size = 3

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0

```

                                int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[14]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
            [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
            [1]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
            [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
            [0]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 0
            [1]
            OneUpParam data
                UInt8 IsEnabled = 0

```

```

                                int Deafult = 0
                                [2]
                                OneUpParam data
                                    UInt8 IsEnabled = 0
                                    int Deafult = 0
[15]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[16]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]

```

```

OneUpParam data
    UInt8 IsEnabled = 0
    int Deafult = 0
[1]
OneUpParam data
    UInt8 IsEnabled = 0
    int Deafult = 0
[2]
OneUpParam data
    UInt8 IsEnabled = 0
    int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
    OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[17]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0

```

```
OneUpParam mCoinUp
  Array Array
  int size = 3
    [0]
    OneUpParam data
      UInt8 IsEnabled = 1
      int Deafult = 0
    [1]
    OneUpParam data
      UInt8 IsEnabled = 0
      int Deafult = 0
    [2]
    OneUpParam data
      UInt8 IsEnabled = 0
      int Deafult = 0
[18]
ItemUpSkillParam data
  OneUpParam mScoreUp
    Array Array
    int size = 3
      [0]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
      [1]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
      [2]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
  OneUpParam mCoinUp
    Array Array
    int size = 3
      [0]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
      [1]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
```

```

[2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0

[19]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [1]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [2]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [1]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [2]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0

[20]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
            [0]
                OneUpParam data

```

```

        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[21]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    OneUpParam mCoinUp

```

```
Array Array
int size = 3
    [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[22]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [1]
                OneUpParam data
                    UInt8 IsEnabled = 1
                    int Deafult = 0
            [2]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [1]
                OneUpParam data
                    UInt8 IsEnabled = 1
                    int Deafult = 0
            [2]
```

OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[23]

ItemUpSkillParam data

 OneUpParam mScoreUp

 Array Array

 int size = 3

 [0]

 OneUpParam data

 UInt8 IsEnabled = 0

 int Deafult = 0

 [1]

 OneUpParam data

 UInt8 IsEnabled = 1

 int Deafult = 0

 [2]

 OneUpParam data

 UInt8 IsEnabled = 0

 int Deafult = 0

 OneUpParam mCoinUp

 Array Array

 int size = 3

 [0]

 OneUpParam data

 UInt8 IsEnabled = 0

 int Deafult = 0

 [1]

 OneUpParam data

 UInt8 IsEnabled = 1

 int Deafult = 0

 [2]

 OneUpParam data

 UInt8 IsEnabled = 0

 int Deafult = 0

[24]

ItemUpSkillParam data

 OneUpParam mScoreUp

 Array Array

 int size = 3

 [0]

 OneUpParam data

 UInt8 IsEnabled = 0

```
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[25]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    OneUpParam mCoinUp
        Array Array
```

```

int size = 3
    [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[26]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
            int size = 3
                [0]
                    OneUpParam data
                        UInt8 IsEnabled = 0
                        int Deafult = 0
                [1]
                    OneUpParam data
                        UInt8 IsEnabled = 1
                        int Deafult = 0
                [2]
                    OneUpParam data
                        UInt8 IsEnabled = 0
                        int Deafult = 0
    OneUpParam mCoinUp
        Array Array
            int size = 3
                [0]
                    OneUpParam data
                        UInt8 IsEnabled = 0
                        int Deafult = 0
                [1]
                    OneUpParam data
                        UInt8 IsEnabled = 1
                        int Deafult = 0
                [2]
                    OneUpParam data

```

UInt8 IsEnabled = 0
int Deafult = 0

[27]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 1

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

OneUpParam mCoinUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[28]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

```

[1]
OneUpParam data
    UInt8 IsEnabled = 0
    int Deafult = 0

[2]
OneUpParam data
    UInt8 IsEnabled = 0
    int Deafult = 0

OneUpParam mCoinUp
    Array Array
    int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0

[29]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
            [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
            [1]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
            [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0

OneUpParam mCoinUp
    Array Array
    int size = 3

```

```

[0]
OneUpParam data
    UInt8 IsEnabled = 0
    int Deafult = 0

[1]
OneUpParam data
    UInt8 IsEnabled = 0
    int Deafult = 0

[2]
OneUpParam data
    UInt8 IsEnabled = 0
    int Deafult = 0

[30]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [1]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [2]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
        OneUpParam mCoinUp
            Array Array
            int size = 3
                [0]
                    OneUpParam data
                        UInt8 IsEnabled = 0
                        int Deafult = 0
                [1]
                    OneUpParam data
                        UInt8 IsEnabled = 0
                        int Deafult = 0
                [2]
                    OneUpParam data
                        UInt8 IsEnabled = 0

```

int Deafult = 0

[31]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 1

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

OneUpParam mCoinUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 1

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[32]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

```
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[33]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 0
        [2]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
```

OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 0

[34]
ItemUpSkillParam data
 OneUpParam mScoreUp
 Array Array
 int size = 3

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

OneUpParam mCoinUp
 Array Array
 int size = 3

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[35]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

OneUpParam mCoinUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[36]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

```

        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[37]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
            OneUpParam data

```

```

        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[38]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0

```

[39]

```
ItemUpSkillParam data
  OneUpParam mScoreUp
    Array Array
    int size = 3
    [0]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
  OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
      OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
```

```
[40]
ItemUpSkillParam data
  OneUpParam mScoreUp
    Array Array
    int size = 3
    [0]
      OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 0
    [1]
      OneUpParam data
        UInt8 IsEnabled = 0
```

```

                                int Deafult = 0
                                [2]
                                OneUpParam data
                                    UInt8 IsEnabled = 0
                                    int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[41]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
            [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
            [1]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
            [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
            [0]
            OneUpParam data
                UInt8 IsEnabled = 0

```

```

        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[42]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[43]
ItemUpSkillParam data

```

```
OneUpParam mScoreUp
    Array Array
    int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
```

```
OneUpParam mCoinUp
    Array Array
    int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
```

```
[44]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 30
            [1]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
```

```

[2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
    [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[45]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 0

```

[1]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[46]
ItemUpSkillParam data
 OneUpParam mScoreUp
 Array Array
 int size = 3

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

OneUpParam mCoinUp
 Array Array
 int size = 3

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[47]
ItemUpSkillParam data
 OneUpParam mScoreUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 1

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

OneUpParam mCoinUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 1

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[48]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 3

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 1

int Deafult = 0

[2]

```

        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 0
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
[49]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [1]
                OneUpParam data
                    UInt8 IsEnabled = 1
                    int Deafult = 0
            [2]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [1]

```

OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[50]
ItemUpSkillParam data
 OneUpParam mScoreUp
 Array Array
 int size = 3

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

OneUpParam mCoinUp
 Array Array
 int size = 3

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[51]
ItemUpSkillParam data
 OneUpParam mScoreUp
 Array Array

```

int size = 3
    [0]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[52]
ItemUpSkillParam data
    OneUpParam mScoreUp
    Array Array
    int size = 3
    [0]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 0
    [2]
    OneUpParam data

```

```

        UInt8 IsEnabled = 0
        int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 1
                int Deafult = 0
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
[53]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data

```

```

        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[54]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[55]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 4

```

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[3]
OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 0

OneUpParam mCoinUp

Array Array
int size = 3

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 1
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[56]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array
int size = 3

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 1

```

        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[57]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0

```

```

        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 1
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[58]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
        OneUpParam data
            UInt8 IsEnabled = 1
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[59]
ItemUpSkillParam data

```

```
OneUpParam mScoreUp
    Array Array
    int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
```

```
OneUpParam mCoinUp
    Array Array
    int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
```

```
[60]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
            [0]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
            [1]
                OneUpParam data
                    UInt8 IsEnabled = 0
                    int Deafult = 0
```

```

[2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 3
    [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[61]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 3
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0

```

[1]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[62]
ItemUpSkillParam data
 OneUpParam mScoreUp
 Array Array
 int size = 5

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[3]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[4]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

OneUpParam mCoinUp
 Array Array
 int size = 5

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 0

```

        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [3]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [4]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[63]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 5
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [3]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [4]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 5
        [0]
        OneUpParam data

```

```

        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [3]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [4]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[64]
ItemUpSkillParam data
    OneUpParam mScoreUp
    Array Array
    int size = 5
    [0]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [3]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [4]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0

```

OneUpParam mCoinUp

Array Array

int size = 5

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[3]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[4]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[65]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 5

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[3]

OneUpParam data

UInt8 IsEnabled = 0

```

        int Deafult = 0
    [4]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 5
    [0]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [3]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [4]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[66]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 5
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data

```

```

        UInt8 IsEnabled = 0
        int Deafult = 0
    [3]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [4]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 5
    [0]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [3]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [4]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[67]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 5
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]

```

OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[3]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[4]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

OneUpParam mCoinUp
 Array Array
 int size = 5

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[3]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[4]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[68]
ItemUpSkillParam data
 OneUpParam mScoreUp
 Array Array
 int size = 5

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[3]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[4]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

OneUpParam mCoinUp

Array Array

int size = 5

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[3]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[4]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[69]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 5

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[3]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[4]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

OneUpParam mCoinUp

Array Array

int size = 5

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[3]

OneUpParam data

UInt8 IsEnabled = 0

```

                                int Deafult = 0
                                [4]
                                OneUpParam data
                                    UInt8 IsEnabled = 0
                                    int Deafult = 0
[70]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 5
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [3]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [4]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 5
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data

```

```

        UInt8 IsEnabled = 0
        int Deafult = 0
    [3]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [4]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[71]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 5
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [3]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [4]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    OneUpParam mCoinUp
        Array Array
        int size = 5
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]

```

OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[3]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[4]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[72]
ItemUpSkillParam data
 OneUpParam mScoreUp
 Array Array
 int size = 5
 [0]
 OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0
 [1]
 OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0
 [2]
 OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0
 [3]
 OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0
 [4]
 OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

OneUpParam mCoinUp
 Array Array
 int size = 5

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[3]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[4]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[73]
ItemUpSkillParam data
 OneUpParam mScoreUp
 Array Array
 int size = 5

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[3]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[4]
OneUpParam data

```

        UInt8 IsEnabled = 0
        int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 5
    [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [3]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [4]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[74]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 5
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [2]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [3]

```

```

        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [4]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 5
    [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [3]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    [4]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
[75]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 5
        [0]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0
        [1]
            OneUpParam data
                UInt8 IsEnabled = 0
                int Deafult = 0

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[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[3]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[4]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

OneUpParam mCoinUp

 Array Array

 int size = 5

 [0]
 OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

 [1]
 OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

 [2]
 OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

 [3]
 OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

 [4]
 OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[76]

ItemUpSkillParam data

 OneUpParam mScoreUp

 Array Array

 int size = 5

 [0]
 OneUpParam data
 UInt8 IsEnabled = 0

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    [1]
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        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [3]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [4]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 5
    [0]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [3]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [4]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[77]
ItemUpSkillParam data
    OneUpParam mScoreUp

```

Array Array

int size = 5

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[3]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[4]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

OneUpParam mCoinUp

Array Array

int size = 5

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[3]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[4]

OneUpParam data

UInt8 IsEnabled = 0
int Deafult = 0

[78]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 5

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

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OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[3]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[4]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

OneUpParam mCoinUp

Array Array

int size = 5

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[3]

OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[4]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[79]
ItemUpSkillParam data
 OneUpParam mScoreUp
 Array Array
 int size = 5

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
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 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[3]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[4]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

OneUpParam mCoinUp
 Array Array
 int size = 5

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

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OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[3]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[4]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[80]
ItemUpSkillParam data
 OneUpParam mScoreUp
 Array Array
 int size = 5

[0]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[1]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[2]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[3]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

[4]
OneUpParam data
 UInt8 IsEnabled = 0
 int Deafult = 0

OneUpParam mCoinUp
 Array Array
 int size = 5

[0]
OneUpParam data
 UInt8 IsEnabled = 0

```

        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [3]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [4]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
[81]
ItemUpSkillParam data
    OneUpParam mScoreUp
        Array Array
        int size = 5
        [0]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [1]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [2]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [3]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
        [4]
        OneUpParam data
            UInt8 IsEnabled = 0
            int Deafult = 0
    OneUpParam mCoinUp

```

Array Array

int size = 5

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[3]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[4]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[82]

ItemUpSkillParam data

OneUpParam mScoreUp

Array Array

int size = 5

[0]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[1]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[2]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

[3]

OneUpParam data

UInt8 IsEnabled = 0

int Deafult = 0

```
[4]
OneUpParam data
    UInt8 IsEnabled = 0
    int Deafult = 0
OneUpParam mCoinUp
    Array Array
    int size = 5
    [0]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [1]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [2]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [3]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
    [4]
    OneUpParam data
        UInt8 IsEnabled = 0
        int Deafult = 0
```