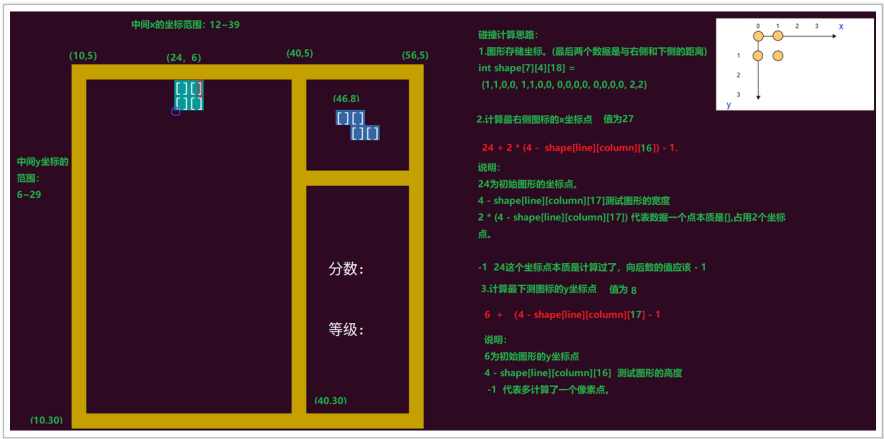# 3.4 方块触底存储概述_物联网 / 嵌入式工程师 - 慕课网

> 慕课网慕课教程 3.4 方块触底存储概述涵盖海量编程基础技术教程，以图文图表的形式，把晦涩难懂的编程专业用语，以通俗易懂的方式呈现给用户。
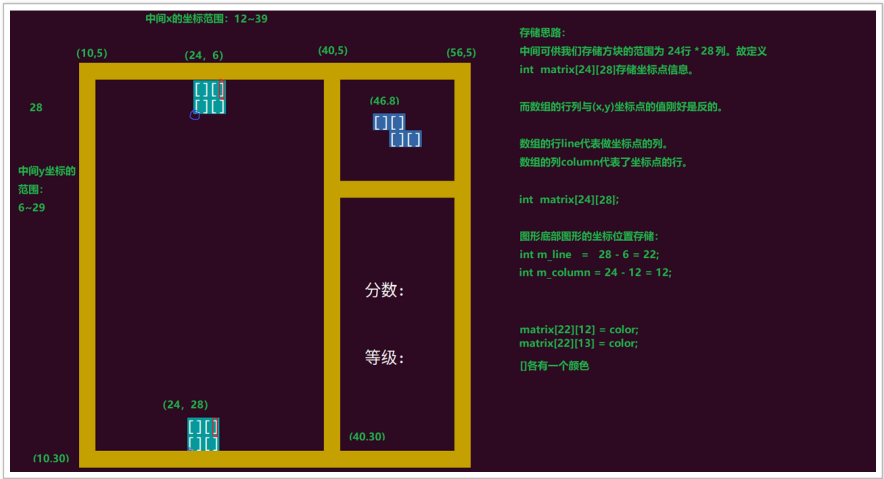


```
int move_down(int num,int mode)
{
    if(dynamic_y + (4 - shape[num][mode][17]) - 1 >= 29)
    {

        store_current_shape();

        return 1;
    }


    erase_last_shape(num,mode,dynamic_x,dynamic_y);
    dynamic_y++;
    print_mode_shape(num,mode,dynamic_x,dynamic_y,dynamic_color);

    return 0;
}
```
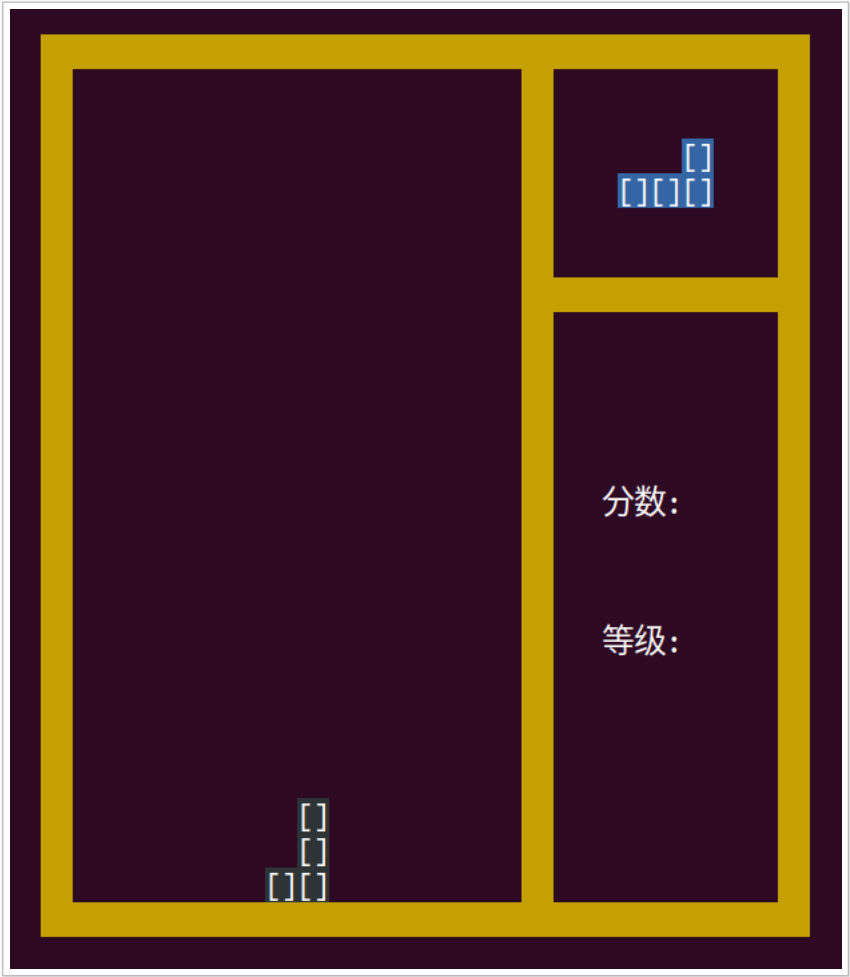


```
void store_current_shape()
{
    int m_line = dynamic_y - 6;
    int m_column = dynamic_x - 12;
    int i = 0;
```

```
for(i = 0;i < 16;i++)
{
    if(i != 0 && i % 4 == 0)
    {
        m_line++;
        m_column = dynamic_x - 12;
    }


    if(shape[dynamic_num][dynamic_mode][i] == 1)
    {
        matrix[m_line][m_column] = dynamic_color;
        matrix[m_line][m_column + 1] = dynamic_color;
    }
    m_column += 2;

}

}
```


user_global.c

```
int matrix[24][28] = {0};
```

user_print.h

```
extern int matrix[24][28];

extern void store_current_shape();
```

user_print.c

```
void store_current_shape()
{
```

```
int m_line = dynamic_y - 6;
int m_column = dynamic_x - 12;
int i = 0;

for(i = 0;i < 16;i++)
{

    if(i != 0 && i % 4 == 0)
    {
        m_line++;
        m_column = dynamic_x - 12;
    }


     if(shape[dynamic_num][dynamic_mode][i] == 1)
     {
        matrix[m_line][m_column] = dynamic_color;
        matrix[m_line][m_column + 1] = dynamic_color;
     }'
     m_column += 2;

}

}

int move_down(int num,int mode)
{
    if(dynamic_y + (4 - shape[num][mode][17]) - 1 >= 29)
    {

        store_current_shape();

        return 1;
    }


    erase_last_shape(num,mode,dynamic_x,dynamic_y);
    dynamic_y++;
    print_mode_shape(num,mode,dynamic_x,dynamic_y,dynamic_color);

    return 0;
}
```

全文完