

Standard Operating Procedure

<UsingLibrary>

```
include;
    superapi::supercore;
    superapi::superfiledialog;
    superapi::superfilemanager;
    superapi::supergroupbox;
    superapi::superlogger;
    superapi::supernotedialog;
    superapi::supertab;
    superapi::superwindow;

public;
    gamebox public superapi::supertab;
    gamebox::hitbrickdialog public superapi::superwindow;
```

<GameBox>

<GameBox::HitBricksDialog>

```
<control>
    Key_J;
        skate move left;

    Key_L;
        skate move right;

    Key_A;
        Fire bullets;

    Key_W;
        select bullets up direction;

    Key_S;
        select bullets down direction;

    Key_Esc;
        stop game and open options;


MAXFPS: 499
    nousercontrol;
        display current refresh rate;


SCORE: 0000000000
    nousercontrol;
        display current score;

Level000: 00964
    nousercontrol;
        display current level;
        display remain times;


SPEED: 0000
    nousercontrol;
        display current skate speed;

Health: 01
    nousercontrol;
        display remain health;


    nousercontrol;
        brick;
        when colliding with little ball,its health reduce 1;
        if health is 0,remove this item;


    nousercontrol;
        ball;
        when colliding with little brick,Move in the opposite direction;
        if its position lower than widget,remove this item,health - 1;

C: 00
    nousercontrol;
        display current bullet and counts;


```

nousercontrol;
select current bullet;

Version Logs

<20220325 Version 1.03>

replace qgroupbox class with supergroupbox;

<20220225 Version 1.02>

update game.dll;
replace load scene thread as signal after show function;

<20220209 Version 1.01>

use supertab,supergroupbox api;

<20211003 Version 1.00>

first release;