## MyResource 类 extends BaseResource

[**Event**(name=**'complete'**, type=**'flash.events.Event'**)]

**public** **class** MyResource **extends** BaseResource

{

**private** **static** **var** \_instance:MyResource;

**public** **function** MyResource(singletoner:Singletoner)

{

**if**(!singletoner){

**throw** **new** Error(**'Please use Resource.getInstance() to get instance!'**);

}

}

**public** **static** **function** getInstance():MyResource{

**if**(!\_instance){

\_instance = **new** MyResource(**new** Singletoner());

}

**return** \_instance;

}

**private** **var** \_xmlLoader:HTTPService;

**private** **var** \_imageObjArray:Array = [];

**private** **var** \_swfObjArray:Array = [];

**private** **var** \_loader:Loader;

**private** **var** \_imgLoadCount:int = 0;

**private** **var** \_swfLoadCount:int = 0;

**public** **static** **var** imageDict:Dictionary = **new** Dictionary();

**public** **static** **var** swfDict:Dictionary = **new** Dictionary();

**override** **public** **function** load(urlPrefix:String=**''**):**void**{

**super**.load(urlPrefix);

\_xmlLoader = **new** HTTPService();

\_xmlLoader.url = **"assets/map/xml/resource.xml"**;

\_xmlLoader.resultFormat = **"e4x"**;

\_xmlLoader.addEventListener(ResultEvent.RESULT, onXmlLoaded);

\_xmlLoader.send();

**function** onXmlLoaded(e:ResultEvent):**void**{

**var** xml:XML = e.result **as** XML;

**var** imageXmlList:XMLList = xml.images.image;

**var** swfXmlList:XMLList = xml.swfs.swf;

**for each**(**var** imageXml:XML **in** imageXmlList){

**var** obj:Object = **new** Object();

obj.name = imageXml.@name;

obj.source = imageXml.@source;

\_imageObjArray.push(obj);

}

**for each**(**var** swfXml:XML **in** swfXmlList){

**var** swfobj:Object = **new** Object();

swfobj.name = swfXml.@name;

swfobj.source = swfXml.@source;

\_swfObjArray.push(swfobj);

}

\_resTotalCount = \_imageObjArray.length+\_swfObjArray.length;

loadImages();

}

}

**public** **function** loadImages():**void**{

**if**(\_imageObjArray.length>0){

\_loader = **new** Loader();

\_loader.contentLoaderInfo.addEventListener(Event.COMPLETE, onImageLoaded);

loadImage(0);

}**else**{

loadSwfs();

}

}

**private** **function** loadImage(index:int):**void**{

**var** obj:Object = \_imageObjArray[index] **as** Object;

**var** src:String = obj.source;

\_loader.load(**new** URLRequest(\_urlPrefix+src));

**trace**(\_urlPrefix+src);

}

**private** **function** onImageLoaded(e:Event):**void**{

**var** loaderInfo:LoaderInfo = e.currentTarget **as** LoaderInfo;

**var** name:String = \_imageObjArray[\_imgLoadCount].name;

imageDict[name] = loaderInfo.content **as** Bitmap;

\_imgLoadCount++;

increaseLoaded();

**if**(\_imgLoadCount < \_imageObjArray.length){

loadImage(\_imgLoadCount);

}**else**{*//图片加载完毕*

loadSwfs();

}

}

**public** **function** loadSwfs():**void**{

**if**(\_swfObjArray.length>0){

\_loader = **new** Loader();

\_loader.contentLoaderInfo.addEventListener(Event.COMPLETE, onSwfLoaded);

loadSwf(0);

}**else**{

dispatchEvent(**new** Event(Event.COMPLETE));

}

}

**private** **function** loadSwf(index:int):**void**{

**var** obj:Object = \_swfObjArray[index] **as** Object;

**var** src:String = obj.source;

\_loader.load(**new** URLRequest(\_urlPrefix+src));

}

**private** **function** onSwfLoaded(e:Event):**void**{

**var** loaderInfo:LoaderInfo = e.currentTarget **as** LoaderInfo;

**var** name:String = \_swfObjArray[\_swfLoadCount].name;

swfDict[name] = loaderInfo.content **as** MovieClip;

\_swfLoadCount++;

increaseLoaded();

**if**(\_swfLoadCount < \_swfObjArray.length){

loadSwf(\_swfLoadCount);

}**else**{*//SWF加载完毕*

dispatchEvent(**new** Event(Event.COMPLETE));

}

}

}

}

**internal** **class** Singletoner{}