# 游戏加载

## 加载游戏窗口面板

var game = new Phaser.Game(800, 600, Phaser.CANVAS, 'phaser-example', { preload: preload, create: create });

大括号中间是加载的事件。例如加载四个事件：

{ preload: preload, create: create,update:update,render:render });

## 加载资源

function preload() {

game.load.image('einstein', '../examples/assets/pics/ra\_einstein.png');

}

## 加载文字

var text = "liu yan wei";

var style = { font: "65px Arial", fill: "#ff0044", align: "center" };

var t = game.add.text(game.world.centerX - 300, 0, text, style);

## 设置边界

game.world.setBounds(0, 0, 1920, 1200);

# 精灵

## 创建精灵

function create() {

// This creates a simple sprite that is using our loaded image and

// displays it on-screen

var image = game.add.sprite(0, 0, 'einstein');

}

## 创建精灵组

var group = game.add.group();

for (var i = 0; i < 6; i++)

{

sprite = group.create(120 \* i, game.rnd.integerInRange(100, 400), 'seacreatures', 'octopus0000');

}

## 精灵添加键盘鼠标相应

function create() {

var image = game.add.sprite(0, 0, 'einstein');

image.inputEnabled = true;

image.events.onInputDown.add(listener, this);

}

function listener() {

alert('clicked');

}

## 精灵的旋转

function update() {

sprite.rotation += 0.01;

}

## 精灵向点移动

sprite.anchor.setTo(0.5, 0.5);

## 精灵的键盘操作位移

function update() {

sprite.rotation += 0.01;

if (game.input.keyboard.isDown(Phaser.Keyboard.LEFT)) {

sprite.x -= 4;

}

else if (game.input.keyboard.isDown(Phaser.Keyboard.RIGHT)) {

sprite.x += 4;

}

if (game.input.keyboard.isDown(Phaser.Keyboard.UP)) {

sprite.y -= 4;

}

else if (game.input.keyboard.isDown(Phaser.Keyboard.DOWN)) {

sprite.y += 4;

}

}

## 地图添加键盘鼠标相应

//设置空格键 jump

var space\_key = this.game.input.keyboard.addKey(Phaser.Keyboard.SPACEBAR);

game.input.onDown.add(this.jump, this);

space\_key.onDown.add(this.jump, this);

## 精灵移动

image.body.velocity.x = 50;

image.body.velocity.y = 50;

向某个点移动：

game.physics.moveToPointer(cactuar, 300, game.input.activePointer);

参数：

* 精灵名称
* 速度
* 点位置

## 精灵超出场景loop

function update() {

bot.x -= 2;

if (bot.x < -bot.width) {

bot.x = game.world.width;

}

}

## 精灵往返运动

// Bob the octopus up and down with a tween

game.add.tween(sprite).to({ y: 300 }, 2000, Phaser.Easing.Quadratic.InOut, true, 0, 1000, true);

## 鼠标信息

game.input.activePointer

# Camera

## 跟拍

game.camera.follow(card);

## 视角移动

//创建摄像机机位

cursors = game.input.keyboard.createCursorKeys();

//视角移动

function update() {

if (cursors.up.isDown) {

game.camera.y -= 4;

}

else if (cursors.down.isDown) {s

game.camera.y += 4;

}

if (cursors.left.isDown) {

game.camera.x -= 4;

}

else if (cursors.right.isDown) {

game.camera.x += 4;

}

}

# 其他

## 调试信息

function render() {

//debug helper

game.debug.renderInputInfo(32, 32);

}