'说明

Dim sm As Integer

'运动部分

Dim u1 As Boolean

Dim u2 As Boolean

Dim d1 As Boolean

Dim d2 As Boolean

Dim l1 As Boolean

Dim l2 As Boolean

Dim r1 As Boolean

Dim r2 As Boolean

Dim pao As Integer

'导弹部分

Dim i As Integer

Dim m As Integer

Dim a(0 To 6) As Boolean '运动，判断是否到底

Dim a2(0 To 6) As Boolean

Dim b As Boolean '每次发一个

Dim b2 As Boolean

Dim c(0 To 6) As Boolean '从tanker位置发射

Dim c2(0 To 6) As Boolean

Dim dd1 As Boolean

Dim dd2 As Boolean

Dim fdd1(0 To 6) As Integer '让导弹一次到底

Dim fdd2(0 To 6) As Integer

Dim j As Integer

Dim n As Integer

'伤害部分

Dim hurt(0 To 9) As Boolean

Dim h As Integer

Dim h2 As Integer

Dim zsj As Boolean

Dim zxj As Boolean

Dim ysj As Boolean

Dim yxj As Boolean

'胜利部分

Dim zsl As Integer

Dim ysl As Integer

Private Sub command1\_keydown(keycode As Integer, shift As Integer)

'运动部分

If keycode = vbKeyW Then

u1 = True

For i = 0 To 6

If fdd1(i) = 0 Then

fdd1(i) = 1

Exit For

End If

Next i

End If

If keycode = 104 Then

u2 = True

For i = 0 To 6

If fdd2(i) = 0 Then

fdd2(i) = 1

Exit For

End If

Next i

End If

If keycode = vbKeyS Then

d1 = True

For i = 0 To 6

If fdd1(i) = 0 Then

fdd1(i) = 2

Exit For

End If

Next i

End If

If keycode = 101 Then

d2 = True

For i = 0 To 6

If fdd2(i) = 0 Then

fdd2(i) = 2

Exit For

End If

Next i

End If

If keycode = vbKeyA Then

l1 = True

For i = 0 To 6

If fdd1(i) = 0 Then

fdd1(i) = 3

Exit For

End If

Next i

End If

If keycode = 100 Then

l2 = True

For i = 0 To 6

If fdd2(i) = 0 Then

fdd2(i) = 3

Exit For

End If

Next i

End If

If keycode = vbKeyD Then

r1 = True

For i = 0 To 6

If fdd1(i) = 0 Then

fdd1(i) = 4

Exit For

End If

Next i

End If

If keycode = 102 Then

r2 = True

For i = 0 To 6

If fdd2(i) = 0 Then

fdd2(i) = 4

Exit For

End If

Next i

End If

'导弹部分

'左方

If keycode = vbKeyJ Then

b = True

For i = 0 To 6

If a(i) = False And b = True Then

a(i) = True

b = False

c(i) = True

End If

Next i

End If

'右方

If keycode = 107 Then

b2 = True

For m = 0 To 6

If a2(m) = False And b2 = True Then

a2(m) = True

b2 = False

c2(m) = True

End If

Next m

End If

End Sub

Private Sub command1\_keyup(keycode As Integer, shift As Integer)

If keycode = vbKeyW Then

u1 = False

End If

If keycode = 104 Then u2 = False

If keycode = vbKeyS Then

d1 = False

End If

If keycode = 101 Then d2 = False

If keycode = vbKeyA Then

l1 = False

End If

If keycode = 100 Then l2 = False

If keycode = vbKeyD Then

r1 = False

End If

If keycode = 102 Then r2 = False

'导弹部分

If keycode = vbKeyJ Then

b = False

End If

If keycode = 107 Then

b2 = False

End If

End Sub

Private Sub Form\_Load()

sm = MsgBox("欢迎来到Tanker", 0, "欢迎")

sm = MsgBox("左方移动为WASD，J键发炮；右方移动为小键盘8456，6右边的+号发炮", 0, "说明")

sm = MsgBox("目的是击败对方边角两个大方形基地。要先击败对方小防御塔。攻击对方防御塔会扣自己血。允许攻击自己防御塔。", 0, "说明")

sm = MsgBox("血量扣光则自动回到基地，并瞬间恢复至5血", 0, "说明")

sm = MsgBox("就这么多，请注意切换输入法和打开小键盘锁。祝你游戏愉快", 0, "点击确定即开始")

Me.KeyPreview = True

u1 = False

u2 = False

d1 = False

d2 = False

l1 = False

l2 = False

r1 = False

r2 = False

For pao = 0 To 3

Shape5(pao).Visible = False

Shape6(pao).Visible = False

Next pao

For i = 0 To 6

a(i) = False

a2(i) = False

fdd1(i) = 4

fdd2(i) = 4

Next i

For i = 0 To 9

hurt(i) = True

Next i

zsj = False

zxj = False

ysj = False

yxj = False

End Sub

Private Sub Timer1\_Timer()

'这个timer用来实现同时响应多个按键

'左方的移动

If u1 = True Then

Shape5(0).Visible = True

Shape5(1).Visible = False

Shape5(2).Visible = False

Shape5(3).Visible = False

If Shape4(0).Top >= 0 Then '上

Shape4(0).Top = Shape4(0).Top - 100

Label1(0).Top = Label1(0).Top - 100

For pao = 0 To 3

Shape5(pao).Top = Shape5(pao).Top - 100

Next pao

End If

End If

If d1 = True Then

Shape5(0).Visible = False

Shape5(1).Visible = True

Shape5(2).Visible = False

Shape5(3).Visible = False

If Shape4(0).Top <= Form1.Height - Shape4(0).Height \* 2 Then

Shape4(0).Top = Shape4(0).Top + 100

Label1(0).Top = Label1(0).Top + 100

For pao = 0 To 3

Shape5(pao).Top = Shape5(pao).Top + 100

Next pao

End If

End If

If l1 = True Then

Shape5(0).Visible = False

Shape5(1).Visible = False

Shape5(2).Visible = True

Shape5(3).Visible = False

If Shape4(0).Left >= 0 Then

Shape4(0).Left = Shape4(0).Left - 100

Label1(0).Left = Label1(0).Left - 100

For pao = 0 To 3

Shape5(pao).Left = Shape5(pao).Left - 100

Next pao

End If

End If

If r1 = True Then

Shape5(0).Visible = False

Shape5(1).Visible = False

Shape5(2).Visible = False

Shape5(3).Visible = True

If Shape4(0).Left <= 13200 - 700 Then

Shape4(0).Left = Shape4(0).Left + 100

Label1(0).Left = Label1(0).Left + 100

For pao = 0 To 3

Shape5(pao).Left = Shape5(pao).Left + 100

Next pao

End If

End If

'右方的移动

If u2 = True Then

Shape6(0).Visible = True

Shape6(1).Visible = False

Shape6(2).Visible = False

Shape6(3).Visible = False

If Shape4(1).Top >= 0 Then

Shape4(1).Top = Shape4(1).Top - 100

Label1(1).Top = Label1(1).Top - 100

For pao = 0 To 3

Shape6(pao).Top = Shape6(pao).Top - 100

Next pao

End If

End If

If d2 = True Then

Shape6(0).Visible = False

Shape6(1).Visible = True

Shape6(2).Visible = False

Shape6(3).Visible = False

If Shape4(1).Top <= Form1.Height - Shape4(1).Height \* 2 Then

Shape4(1).Top = Shape4(1).Top + 100

Label1(1).Top = Label1(1).Top + 100

For pao = 0 To 3

Shape6(pao).Top = Shape6(pao).Top + 100

Next pao

End If

End If

If l2 = True Then

Shape6(0).Visible = False

Shape6(1).Visible = False

Shape6(2).Visible = True

Shape6(3).Visible = False

If Shape4(1).Left >= 0 Then

Shape4(1).Left = Shape4(1).Left - 100

Label1(1).Left = Label1(1).Left - 100

For pao = 0 To 3

Shape6(pao).Left = Shape6(pao).Left - 100

Next pao

End If

End If

If r2 = True Then

Shape6(0).Visible = False

Shape6(1).Visible = False

Shape6(2).Visible = False

Shape6(3).Visible = True

If Shape4(1).Left <= 13200 - 600 Then

Shape4(1).Left = Shape4(1).Left + 100

Label1(1).Left = Label1(1).Left + 100

For pao = 0 To 3

Shape6(pao).Left = Shape6(pao).Left + 100

Next pao

End If

End If

End Sub

Private Sub Timer2\_Timer()

'导弹部分

'左方

If Shape5(2).Visible = True Then

For i = 0 To 6

If a(i) = True Then

If c(i) = True Then

Shape7(i).Left = Shape5(2).Left

Shape7(i).Top = Shape5(2).Top

c(i) = False

End If

j = i

If fdd1(j) = 4 Then fdd1(j) = 2

End If

Next i

ElseIf Shape5(0).Visible = True Then

For i = 0 To 6

If a(i) = True Then

If c(i) = True Then

Shape7(i).Left = Shape5(0).Left

Shape7(i).Top = Shape5(0).Top

c(i) = False

End If

j = i

If fdd1(j) = 4 Then fdd1(j) = 5

End If

Next i

ElseIf Shape5(1).Visible = True Then

For i = 0 To 6

If a(i) = True Then

If c(i) = True Then

Shape7(i).Left = Shape5(1).Left

Shape7(i).Top = Shape5(1).Top

c(i) = False

End If

j = i

If fdd1(j) = 4 Then fdd1(j) = 1

End If

Next i

ElseIf Shape5(3).Visible = True Then

For i = 0 To 6

If a(i) = True Then

If c(i) = True Then

Shape7(i).Left = Shape5(3).Left

Shape7(i).Top = Shape5(3).Top

c(i) = False

End If

j = i

If fdd1(j) = 4 Then fdd1(j) = 3

End If

Next i

End If

End Sub

Private Sub Timer3\_Timer()

'伤害判定

'回血

If 3840 < Shape4(0).Top And Shape4(0).Top < 5640 And Shape4(0).Left < 13200 And 11400 < Shape4(0).Left And Val(Label1(0).Caption) <= 20 Then

Label1(0).Caption = Str(Val(Label1(0).Caption) - 0.1)

ElseIf 3840 < Shape4(0).Top And Shape4(0).Top < 5640 And Shape4(0).Left < 1815 And 0 <= Shape4(0).Left And Val(Label1(0).Caption) < 20 Then

Label1(0).Caption = Str(Val(Label1(0).Caption) + 0.1)

End If

If 3840 < Shape4(1).Top And Shape4(1).Top < 5640 And Shape4(1).Left < 13200 And 11400 < Shape4(1).Left And Val(Label1(1).Caption) < 20 Then

Label1(1).Caption = Str(Val(Label1(1).Caption) + 0.1)

ElseIf 3840 < Shape4(1).Top And Shape4(1).Top < 5640 And Shape4(1).Left < 1815 And 0 <= Shape4(1).Left And Val(Label1(1).Caption) <= 20 Then

Label1(1).Caption = Str(Val(Label1(1).Caption) - 0.1)

End If

'左方 伤害

For i = 0 To 9

If hurt(i) = True Then

For h = 0 To 6

If Shape7(h).Top <= 1320 And Shape7(h).Left <= 1320 And zsj = True Then

Label1(6).Caption = Str(Val(Label1(6).Caption) - 1)

Shape7(h).Left = -1000

Shape7(h).Top = -1000

ElseIf Shape7(h).Top <= 1320 And Shape7(h).Left >= 11880 And ysj = True Then

Label1(7).Caption = Str(Val(Label1(7).Caption) - 1)

Shape7(h).Left = -1000

Shape7(h).Top = -1000

ElseIf Shape7(h).Top >= 7920 And Shape7(h).Left <= 1320 And zxj = True Then

Label1(8).Caption = Str(Val(Label1(8).Caption) - 1)

Shape7(h).Left = -1000

Shape7(h).Top = -1000

ElseIf Shape7(h).Top >= 7920 And Shape7(h).Left >= 11880 And yxj = True Then

Label1(9).Caption = Str(Val(Label1(9).Caption) - 1)

Shape7(h).Left = -1000

Shape7(h).Top = -1000

ElseIf 2160 <= Shape7(h).Top And Shape7(h).Top <= 2875 And 3960 <= Shape7(h).Left And Shape7(h).Left <= 4575 Then

Label1(2).Caption = Str(Val(Label1(2).Caption) - 1)

If Label1(2).Caption = 0 Then zsj = True

Shape7(h).Left = -1000

Shape7(h).Top = -1000

ElseIf 2160 <= Shape7(h).Top And Shape7(h).Top <= 2875 And 9000 <= Shape7(h).Left And Shape7(h).Left <= 9615 Then

Label1(3).Caption = Str(Val(Label1(3).Caption) - 1)

Label1(0).Caption = Str(Val(Label1(0).Caption) - 1)

If Label1(3).Caption = 0 Then ysj = True

If Label1(3).Caption = 0 Then Shape7(h).Left = -1000

Shape7(h).Top = -1000

ElseIf 6600 <= Shape7(h).Top And Shape7(h).Top <= 7215 And 3960 <= Shape7(h).Left And Shape7(h).Left <= 4575 Then

Label1(4).Caption = Str(Val(Label1(4).Caption) - 1)

If Label1(4).Caption = 0 Then zxj = True

Shape7(h).Left = -1000

Shape7(h).Top = -1000

ElseIf 6600 <= Shape7(h).Top And Shape7(h).Top <= 7215 And 9000 <= Shape7(h).Left And Shape7(h).Left <= 9615 Then

Label1(5).Caption = Str(Val(Label1(5).Caption) - 1)

Label1(0).Caption = Str(Val(Label1(0).Caption) - 1)

If Label1(5).Caption = 0 Then yxj = True

Shape7(h).Left = -1000

Shape7(h).Top = -1000

ElseIf Shape4(1).Top <= Shape7(h).Top And Shape7(h).Top <= Shape4(1).Top + 615 And Shape4(1).Left <= Shape7(h).Left And Shape7(h).Left <= Shape4(1).Left + 615 Then

Label1(1).Caption = Str(Val(Label1(1).Caption) - 1)

Shape7(h).Left = -1000

Shape7(h).Top = -1000

End If

If Shape7(h).Top < 0 Or Shape7(h).Top > 9240 Or Shape7(h).Left < 0 Or Shape7(h).Left > 13680 Then

Shape7(h).Left = 13680

Shape7(h).Top = 2760 + 240 \* h

a(h) = False

fdd1(h) = 4

End If

Next h

End If

Next i

'右方 伤害

For m = 0 To 9

If hurt(m) = True Then

For h2 = 0 To 6

If Shape8(h2).Top <= 1320 And Shape8(h2).Left <= 1320 And zsj = True Then

Label1(6).Caption = Str(Val(Label1(6).Caption) - 1)

Shape8(h2).Left = -1000

Shape8(h2).Top = -1000

ElseIf Shape8(h2).Top <= 1320 And Shape8(h2).Left >= 11880 And ysj = True Then

Label1(8).Caption = Str(Val(Label1(7).Caption) - 1)

Shape8(h2).Left = -1000

Shape8(h2).Top = -1000

ElseIf Shape8(h2).Top >= 7920 And Shape8(h2).Left <= 1320 And zxj = True Then

Label1(8).Caption = Str(Val(Label1(8).Caption) - 1)

Shape8(h2).Left = -1000

Shape8(h2).Top = -1000

ElseIf Shape8(h2).Top >= 7920 And Shape8(h2).Left >= 11880 And yxj = True Then

Label1(9).Caption = Str(Val(Label1(9).Caption) - 1)

Shape8(h2).Left = -1000

Shape8(h2).Top = -1000

ElseIf 2160 <= Shape8(h2).Top And Shape8(h2).Top <= 2875 And 3960 <= Shape8(h2).Left And Shape8(h2).Left <= 4575 Then

Label1(2).Caption = Str(Val(Label1(2).Caption) - 1)

Label1(1).Caption = Str(Val(Label1(1).Caption) - 1)

If Label1(2).Caption = 0 Then zsj = True

Shape8(h2).Left = -1000

Shape8(h2).Top = -1000

ElseIf 2160 <= Shape8(h2).Top And Shape8(h2).Top <= 2875 And 9000 <= Shape8(h2).Left And Shape8(h2).Left <= 9615 Then

Label1(3).Caption = Str(Val(Label1(3).Caption) - 1)

If Label1(3).Caption = 0 Then ysj = True

If Label1(3).Caption = 0 Then Shape8(h2).Left = -1000

Shape8(h2).Top = -1000

ElseIf 6600 <= Shape8(h2).Top And Shape8(h2).Top <= 7215 And 3960 <= Shape8(h2).Left And Shape8(h2).Left <= 4575 Then

Label1(4).Caption = Str(Val(Label1(4).Caption) - 1)

Label1(1).Caption = Str(Val(Label1(1).Caption) - 1)

If Label1(4).Caption = 0 Then zxj = True

Shape8(h2).Left = -1000

Shape7(h2).Top = -1000

ElseIf 6600 <= Shape8(h2).Top And Shape8(h2).Top <= 7215 And 9000 <= Shape8(h2).Left And Shape8(h2).Left <= 9615 Then

Label1(5).Caption = Str(Val(Label1(5).Caption) - 1)

If Label1(5).Caption = 0 Then yxj = True

Shape8(h2).Left = -1000

Shape8(h2).Top = -1000

ElseIf Shape4(0).Top <= Shape8(h2).Top And Shape8(h2).Top <= Shape4(0).Top + 615 And Shape4(0).Left <= Shape8(h2).Left And Shape8(h2).Left <= Shape4(0).Left + 615 Then

Label1(0).Caption = Str(Val(Label1(0).Caption) - 1)

Shape8(h2).Left = -1000

Shape8(h2).Top = -1000

End If

If Shape8(h2).Top < 0 Or Shape8(h2).Top > 9240 Or Shape8(h2).Left < 0 Or Shape8(h2).Left > 13680 Then

Shape8(h2).Left = 15000

Shape8(h2).Top = 2760 + 240 \* h2

a2(h2) = False

fdd2(h2) = 4

End If

Next h2

End If

Next m

'生死判定

If Val(Label1(0).Caption) <= 0 Then

Label5(1).Caption = Str(Val(Label5(1).Caption) + 1)

Label5(2).Caption = Str(Val(Label5(2).Caption) + 1)

Label1(0).Caption = 5

Shape4(0).Top = 4440

Shape4(0).Left = 120

Shape5(0).Left = 360

Shape5(0).Top = 4320

Shape5(1).Left = 360

Shape5(1).Top = 5040

Shape5(2).Left = 0

Shape5(2).Top = 4680

Shape5(3).Left = 720

Shape5(3).Top = 4680

Label1(0).Top = 4560

Label1(0).Left = 120

End If

If Val(Label1(1).Caption) <= 0 Then

Label5(0).Caption = Str(Val(Label5(0).Caption) + 1)

Label5(3).Caption = Str(Val(Label5(3).Caption) + 1)

Label1(1).Caption = 5

Shape4(1).Top = 4440

Shape4(1).Left = 12240

Shape6(0).Left = 12480

Shape6(0).Top = 4320

Shape6(1).Left = 12480

Shape6(1).Top = 5040

Shape6(2).Left = 12120

Shape6(2).Top = 4680

Shape6(3).Left = 12840

Shape6(3).Top = 4680

Label1(1).Top = 4560

Label1(1).Left = 12240

End If

'胜负判定

If Val(Label1(6).Caption) <= 0 And Val(Label1(8).Caption) <= 0 Then

ysl = MsgBox("右方胜利", 0, "结束")

Timer3.Enabled = False

End If

If Val(Label1(7).Caption) <= 0 And Val(Label1(9).Caption) <= 0 Then

zsl = MsgBox("左方胜利", 0, "结束")

Timer3.Enabled = False

End If

End Sub

Private Sub Timer4\_Timer()

'导弹随坦克改方向bug修复

'左方

For j = 0 To 6

If fdd1(j) = 2 Then

If Shape7(j).Left > 0 Then

Shape7(j).Left = Shape7(j).Left - 150

ElseIf Shape7(j).Left <= 0 Then

Shape7(j).Left = 13680

Shape7(j).Top = 2760 + 240 \* j

a(j) = False

fdd1(j) = 4

End If

ElseIf fdd1(j) = 5 Then

If Shape7(j).Top > 0 Then

Shape7(j).Top = Shape7(j).Top - 150

ElseIf Shape7(j).Top <= 0 Then

Shape7(j).Left = 13680

Shape7(j).Top = 2760 + 240 \* j

a(j) = False

fdd1(j) = 4

End If

ElseIf fdd1(j) = 1 Then

If Shape7(j).Top <= 9240 Then

Shape7(j).Top = Shape7(j).Top + 150

ElseIf Shape7(j).Top > 9240 Then

Shape7(j).Left = 13680

Shape7(j).Top = 2760 + 240 \* j

a(j) = False

fdd1(j) = 4

End If

ElseIf fdd1(j) = 3 Then

If Shape7(j).Left <= 13200 Then

Shape7(j).Left = Shape7(j).Left + 150

ElseIf Shape7(j).Left > 13200 Then

Shape7(j).Left = 13680

Shape7(j).Top = 2760 + 240 \* j

a(j) = False

fdd1(j) = 4

End If

End If

Next j

'右方

For m = 0 To 6

If fdd2(m) = 2 Then

If Shape8(m).Left > 0 Then

Shape8(m).Left = Shape8(m).Left - 150

ElseIf Shape8(m).Left <= 0 Then

Shape8(m).Left = 15000

Shape8(m).Top = 2760 + 240 \* m

a2(m) = False

fdd2(m) = 4

End If

ElseIf fdd2(m) = 5 Then

If Shape8(m).Top > 0 Then

Shape8(m).Top = Shape8(m).Top - 150

ElseIf Shape8(m).Top <= 0 Then

Shape8(m).Left = 15000

Shape8(m).Top = 2760 + 240 \* m

a2(m) = False

fdd2(m) = 4

End If

ElseIf fdd2(m) = 1 Then

If Shape8(m).Top <= 9240 Then

Shape8(m).Top = Shape8(m).Top + 150

ElseIf Shape8(m).Top > 9240 Then

Shape8(m).Left = 15000

Shape8(m).Top = 2760 + 240 \* m

a2(m) = False

fdd2(m) = 4

End If

ElseIf fdd2(m) = 3 Then

If Shape8(m).Left <= 13200 Then

Shape8(m).Left = Shape8(m).Left + 150

ElseIf Shape8(m).Left > 13200 Then

Shape8(m).Left = 15000

Shape8(m).Top = 2760 + 240 \* m

a2(m) = False

fdd2(m) = 4

End If

End If

Next m

End Sub

Private Sub Timer5\_Timer()

'导弹右方

If Shape6(2).Visible = True Then

For m = 0 To 6

If a2(m) = True Then

If c2(m) = True Then

Shape8(m).Left = Shape6(2).Left

Shape8(m).Top = Shape6(2).Top

c2(m) = False

End If

n = m

If fdd2(n) = 4 Then fdd2(n) = 2

End If

Next m

ElseIf Shape6(0).Visible = True Then

For m = 0 To 6

If a2(m) = True Then

If c2(m) = True Then

Shape8(m).Left = Shape6(0).Left

Shape8(m).Top = Shape6(0).Top

c2(m) = False

End If

n = m

If fdd2(n) = 4 Then fdd2(n) = 5

End If

Next m

ElseIf Shape6(1).Visible = True Then

For m = 0 To 6

If a2(m) = True Then

If c2(m) = True Then

Shape8(m).Left = Shape6(1).Left

Shape8(m).Top = Shape6(1).Top

c2(m) = False

End If

n = m

If fdd2(n) = 4 Then fdd2(n) = 1

End If

Next m

ElseIf Shape6(3).Visible = True Then

For m = 0 To 6

If a2(m) = True Then

If c2(m) = True Then

Shape8(m).Left = Shape6(3).Left

Shape8(m).Top = Shape6(3).Top

c2(m) = False

End If

n = m

If fdd2(n) = 4 Then fdd2(n) = 3

End If

Next m

End If

End Sub