while (action==1){

fond\_terre(renderer);

//pre\_state =set;

switch(set){

case (1):Tank=t\_1;break;

case (2):Tank=t\_2;break;

case (3):Tank=t\_3;break;

case (4):Tank=t\_4;break;

case (5):break;

case (6):Tank=t\_6;break;

case (7):Tank=t\_7;break;

case (8):Tank=t\_8;break;

case (9):Tank=t\_9;break;

}

for(i=0;i<10;i++){

fond\_terre(renderer);

for(nbj = 0; nbj<nb;nbj++){

if(nb!=0){

small\_direction (renderer,xcible[nbj],ycible[nbj],d\_on\_tab[nbj]);

}

}

x=x+dx[set-1];

y=y+dy[set-1];

mvt\_tank(Tank,renderer, x ,y);

if(!(x<635 && x>25 && y<635 && y>25)){ //borne a verifier

action=0;

SDL\_ShowSimpleMessageBox(0, "out", "vous etes hors champs ", window);

}

}

for(nbj=0;nbj<nb;nbj++){

if(x==xcible[nbj] && y==ycible[nbj]){

;

}

}

}

}