struct Done

{

int x;

int y;

HDC image;

HDC run\_left;

HDC run\_right;

HDC run\_forward;

HDC run\_back;

int n\_cadr;

void draw()

{

txTransparentBlt(txDC(), x, y, 98, 172 ,image, n\_cadr\*98, 0, TX\_WHITE);

}

void animation()

{

n\_cadr += 1;

if (n\_cadr >= 3)

{

n\_cadr = 0;

}

}

};

done.draw();

done.image = done.run\_forward;

if(GetAsyncKeyState('D'))

{

done.x += 10;

done.image = done.run\_right;

txSleep(50);

//done.n\_cadr+=1;

if(done.n\_cadr>2) done.n\_cadr=0;

}

if(GetAsyncKeyState('A'))

{

done.x -=10;

done.image = done.run\_left;

txSleep(50);

}

if(GetAsyncKeyState('W'))

{

done.image = done.run\_back;

done.y = -1;

}

done.y += 80; //гравитация

if(done.y > 495) //уровень земли

{

done.y = 495;

//done.image = done.run\_right;

}

}