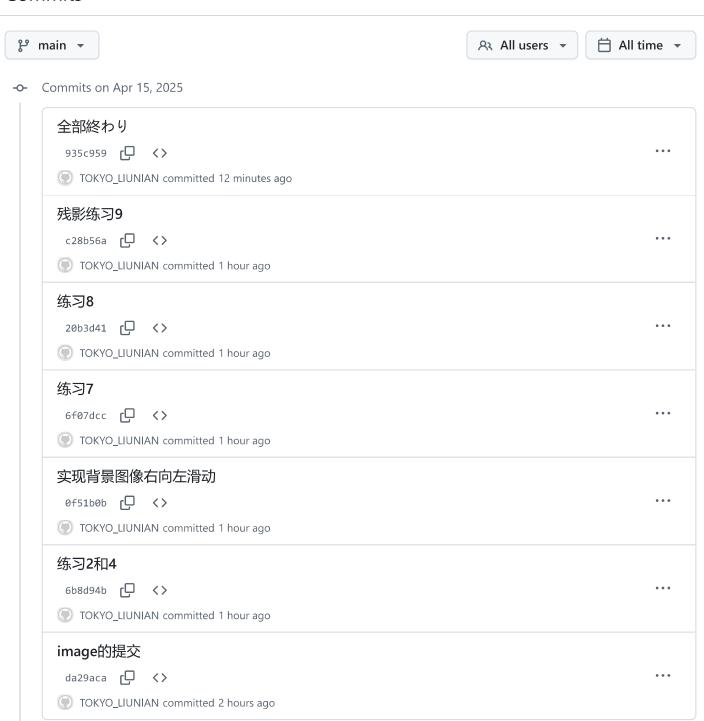
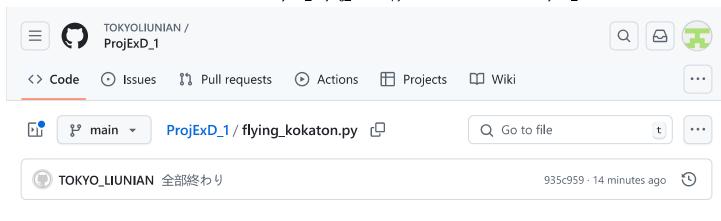


## Commits





54 lines (44 loc) · 1.83 KB

```
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                                                                             83
                                                                                                           \langle \rangle
Code
         Blame
          import os
    1
    2
          import sys
          import pygame as pg
    3
          # 设置当前目录为脚本所在目录,方便读取资源文件
    6
          os.chdir(os.path.dirname(os.path.abspath(__file__)))
          def main():
    8
              pg.display.set_caption("はばたけ! こうかとん")
    9
   10
              screen = pg.display.set_mode((800, 600))
   11
              clock = pg.time.Clock()
              bg_img = pg.image.load("fig/pg_bg.jpg")
   12
              bg_img2 = pg.transform.flip(bg_img, True, False)#练习8
   13
   14
              kk_img = pg.image.load("fig/3.png")
              kk_img = pg.transform.flip(kk_img, True,False) # 练习2后半
   15
   16
              kk_rct = kk_img.get_rect()
                                                             # 练习10-1
              kk_rct.center = 300, 200
                                                            # 练习10-2指定中心坐标
   17
              tmr = 0
   18
   19
   20
              while True:
   21
                  for event in pg.event.get():
   22
                      if event.type == pg.QUIT: return
                  key_lst = pg.key.get_pressed() #练习10-3
   23
   24
                  vx, vy = -1, 0
                                        #演习1(#右飞)
   25
   26
                  #print(key_lsy[pg.K_UP])
   27
                  if key_lst[pg.K_UP]:
                      vy = -1 #练习10-4
   28
   29
                  if key_lst[pg.K_DOWN]:
   30
   31
                      vy = 1 #练习10-4
   32
   33
                  if key_lst[pg.K_LEFT]:
                      vx = -2 #练习10-4
   34
   35
                  if key_lst[pg.K_RIGHT]:
   36
                      vx = 1 #练习10-4
   37
   38
   39
                  kk_rct.move_ip(vx, vy)
   40
                  x = tmr % 3200 #练习6
   41
   42
                  screen.blit(bg_img, [-x, 0])
```

```
screen.blit(bg_img2, [-x+1600,0]) #练习7
43
44
              screen.blit(bg_img, [-x+3200,0])
                                              #练习7
45
              screen.blit(kk_img, kk_rct) #练习4/练习10-5
46
              pg.display.update()
47
              tmr += 1
48
              clock.tick(200) #练习5
49
      if __name__ == "__main__":
50
51
          pg.init()
52
          main()
53
          pg.quit()
54
          sys.exit()
```