


 TOKYOLIUNIAN / ProjExD_1



[Code](#) [Issues](#) [Pull requests](#) [Actions](#) [Projects](#) [Wiki](#) [...](#)

[📄](#) [🔗](#) main [ProjExD_1 / flying_kokaton.py](#) [🔗](#)

t

...



TOKYO_LIUNIAN 全部終わり

935c959 · 14 minutes ago



54 lines (44 loc) · 1.83 KB

Code

Blame



Raw



```
1  import os
2  import sys
3  import pygame as pg
4
5  # 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__)))
7
8  def main():
9      pg.display.set_caption("はばたけ！ こうかとん")
10     screen = pg.display.set_mode((800, 600))
11     clock = pg.time.Clock()
12     bg_img = pg.image.load("fig/pg_bg.jpg")
13     bg_img2 = pg.transform.flip(bg_img, True, False) # 练习8
14     kk_img = pg.image.load("fig/3.png")
15     kk_img = pg.transform.flip(kk_img, True, False) # 练习2后半
16     kk_rct = kk_img.get_rect() # 练习10-1
17     kk_rct.center = 300, 200 # 练习10-2指定中心坐标
18     tmr = 0
19
20     while True:
21         for event in pg.event.get():
22             if event.type == pg.QUIT: return
23         key_lst = pg.key.get_pressed() # 练习10-3
24
25         vx, vy = -1, 0 # 演习1(#右飞)
26         # print(key_lst[pg.K_UP])
27         if key_lst[pg.K_UP]:
28             vy = -1 # 练习10-4
29
30         if key_lst[pg.K_DOWN]:
31             vy = 1 # 练习10-4
32
33         if key_lst[pg.K_LEFT]:
34             vx = -2 # 练习10-4
35
36         if key_lst[pg.K_RIGHT]:
37             vx = 1 # 练习10-4
38
39
40         kk_rct.move_ip(vx, vy)
41         x = tmr % 3200 # 练习6
42         screen.blit(bg_img, [-x, 0]) # 练习6
```

```
43         screen.blit(bg_img2, [-x+1600,0])      #练习7
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
50     if __name__ == "__main__":
51         pg.init()
52         main()
53         pg.quit()
54         sys.exit()
```