void viewScence() {

int xMin = WIN\_WIDTH - imgBg.getwidth();//900-1400=-500;

vector2 points[9] = {

{550, 80}, {530, 160}, {630, 170}, {530, 200}, {515, 270},

{565,370}, {605, 340}, {705, 280}, {690, 340} };

int index[9];

for (int i = 0; i < 9;i++){

index[i] = rand() % 11;

}

int count = 0;

for (int x = 0; x >= xMin; x -= 2) {

BeginBatchDraw();

putimage(x, 0, &imgBg);

count++;

for (int k = 0; k < 9;k++) {

putimagePNG(points[k].x - xMin + x,points[k].y, &imgZmStand[index[k]]);

if (count >= 10) {

index[k] = (index[k] + 1) % 11;

}

}

if (count >= 10)count = 0;

EndBatchDraw();

Sleep(5);

// 停留一秒左右

for (int i = 0; i < 100;i++){

BeginBatchDraw();

putimage(xMin, 0, &imgBg);

for (int k = 0; k < 9; k++) {

putimage(points[k].x, points[k].y, &imgZmStand[index[k]]);

index[k] = (index[k] + 1) % 11;

}

EndBatchDraw();

Sleep(30);

}

for (int x = xMin; x <= -112; x += 2) {

BeginBatchDraw();

putimage(x, 0, &imgBg);

count++;

for (int k = 0; k < 9; k++) {

putimagePNG(points[k].x - xMin + x, points[k].y, &imgZmStand[index[k]]);

if (count >= 10) {

index[k] = (index[k] + 1) % 11;

}

if (count >= 10) count = 0;

}

EndBatchDraw();

sleep(5);

}

}

}

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void barDown() {

int height = imgBar.getheight();

for (int y = -height; y <= 0; y++) {

BeginBatchDraw();

putimage(-112, 0, &imgBg);

putimagePNG(250, y, &imgBar);

for (int i = 0; i < ZHI\_WU\_COUNT; i++) {

int x = 388 + i \* 65;

putimage(x, 6+y, &imgCards[i]);

}

EndBatchDraw();

Sleep(10);

}

}

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bool checkOver() {

int ret = false;

if (gameStatus == WIN) {

Sleep(2000);

loadimage(0, "res/win.png");

ret = true;

}

else if (gameStatus == FAIL) {

Sleep(2000);

loadimage(0, "res/fail.png");

ret = true;

}

return ret;

}