Linux 实验报告

年级：2016 级　　　姓名：罗仁杰
学号：161403317　　班级：硬件三班

项目

Javascript 实现疯狂坦克大战网页版游戏

项目描述

主坦克用方向键移动，空格发射。 右坦克用 **IJKL** 键移动，**F** 键发射。每辆坦克一次可发射 **2** 颗炮弹
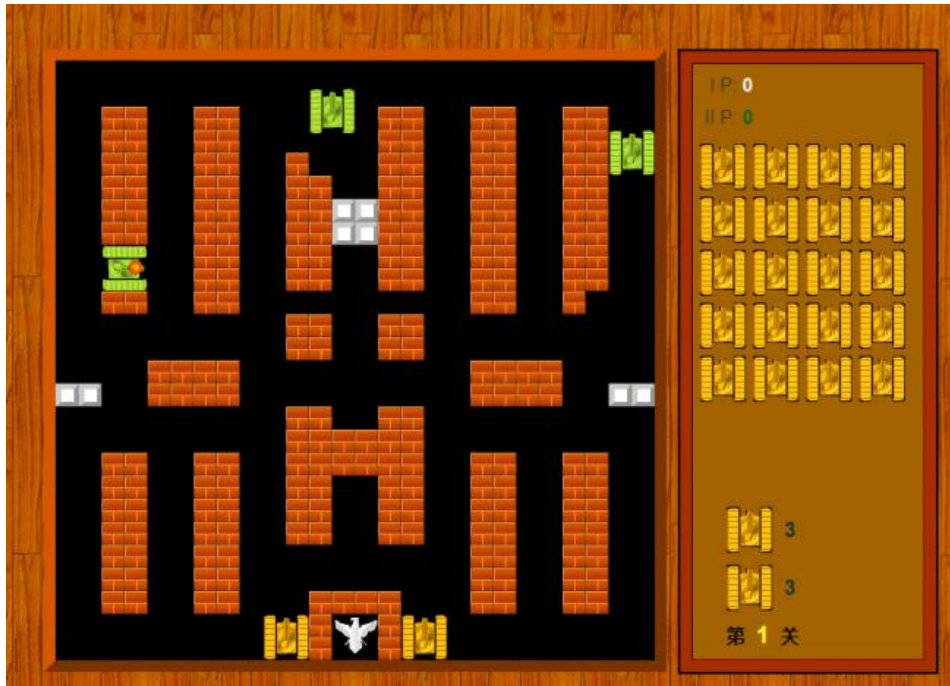
运行环境

浏览器

项目技术

Javascript html css

运行截图

源码

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">

<html xmlns="http://www.w3.org/1999/xhtml">

<head>

<title> 坦克游戏 - 主坦克用方向键移动，空格发射。 右坦克用 IJKL 键移动，
F 键发射。每辆坦克一次可发射 2 颗炮弹</title>

<style>

html,body{background:#16242C
url(img1.gif);cursor:default;height:100%;overflow:hidden;margin:0;col
or:#eee;text-align:center;}

#popTxt{padding:10px;font-size:100px;font-family:Arial;position:relat
ive; top:36%; color:#eee;}

#popTxt span{position:absolute;top:10px;left:-1px;color:#990000;}

#iMap{position:absolute;left:0;top:0;z-index:999}
```

```css
#iMap span{width:20px;height:20px;overflow:hidden;font-size:10px;display:block; float:left;}

#iMap span.steel{background:url(imga.gif) no-repeat;}

#iMap span.tod{background:url(imgf.gif) no-repeat;}

#iMap span.wall{background:url(imgb.gif) no-repeat;}

#iMap span.sea{background:url(imgd.gif) no-repeat;}

#iMap span.podium1{background:url(imgi.gif) no-repeat;}

#iMap span.podium2{background:url(imgi.gif) no-repeat -20px 0;}

#iMap span.podium3{background:url(imgi.gif) no-repeat 0 -20px;}

#iMap span.podium4{background:url(imgi.gif) no-repeat -20px -20px;}

#gameMap{

    position:absolute;background:black;

    border:10px outset #C65D05;

    width:520px;height:520px;

    top:50%;margin-top:-270px;

    left:50%;margin-left:-270px;

}

#gameInfo{

    position:absolute;background:#993300;

    border:2px outset #000;

    top:50%;margin-top:-270px;

    left:50%;margin-left:280px;

}
```

```css
.shell{

    margin:10px;

    width:200px; height:516px;

    background:#996600;

    border:1px inset #6C120D;

    text-align:left;

    color:#333; font-family:Arial;

}

.shell div{margin:10px; }

h3{

    color:#FFCC00;

    text-align:center;

    margin:3px;

    background:#990000; padding:5px;

    border:1px outset #900;font-family:Arial;

    font-size:16px;

}

#tanks{

    margin:3px;

}

.etank,.tank{

    width:40px;height:40px;background:url(imgc.gif) no-repeat;

    position:absolute;top:480px;left:180px;z-index:99;

}
```

```css
.etank{

    background:url(imgh.gif) no-repeat;

}

.ball{

    width:40px;height:40px;overflow:hidden;font-size:4px;background:url(imgg.gif) no-repeat;

    position:absolute;z-index:1000;

}

#win{z-index:0}

#goal1{color:#eee;}

#goal2{color:#006600}

#tanks{overflow:hidden; }

#tanks span{

    width:40px;height:40px;background:url(imgc.gif) no-repeat;
display:block; float:left; margin:3px;

}

#myTanks{

    position:absolute; bottom:0;left:20px;color:#000;font-weight:bold;

}

#myCount1,#myCount2{

    height:40px;line-height:40px;  background:url(imgc.gif) no-repeat;
text-indent:50px;

    font-size:18px;font-weight:bold;color:#003333;

}

#stageIndex{font-size:20px;color:#FFFF00;padding:10px;  }
```

```html
    </style>

  </head>


  <body>

  <div id="gameBox">

    <div id="gameMap">

      <div id="win"></div>

    </div>

    <div id="gameInfo"><div class="shell">

      <div> I P:  <strong id="goal1">0</strong> </div>

      <div>II P: <strong id="goal2">0</strong></div>

      <div id="tanks"></div>

      <div id="myTanks">

          <div id="myCount1">3</div>

          <div id="myCount2">3</div>

          <div>第<strong id="stageIndex">1</strong>关</div>

      </div>

    </div></div>

  </div>


  </body>


  <script>
```

```
/*
游戏配置
*/
Game={

    stage:1,/* 关数 */

    end:false,

    win:false,

    sendMax:2,/* 坦克默认每次可发射弹量 */

    enemy:20,/* 敌机数 */

    full:20,

    kill:0,

    play1:3,

    play2:3,

    val1:0,

    val2:0
};
/*
地址栏控制关数
*/
autoStage=location.href.split('?')[1];

if(!isNaN(autoStage))Game.stage=autoStage;


Game.begin=function($){/* -------------------- Tank1998
Begin--------------------------------------------------------- */
```

```
/*

map Data

*/

tankMap=[

    /*NO.1*/'0, 0, 00110011001100110011, 00110011001100110011, 00
110011001100110011, 00110011001100110011, 00110011001221100110
011, 00110011001221100110011, 00110011001100110011, 001100110011001
100110011, 00110011000000000110011, 0000000000110011, 0000000000110011,
11001111000000000011110011, 22001111000000000011110022, 000000000011001
1, 0000000000111111, 00110011001111110011, 00110011001100110011,
00110011001100110011, 00110011001100110011, 00110011000000000001
10011, 00110011000000000110011, 00110011001111000110011, 0000000000015
61, 000000000001781'

    /*NO.2*/,'0000002200000022, 0000002200000022, 00110022000000110011
011, 00110022000000110011, 0011000000001111100112211, 001100000000111
100112211, 0000001100000000022, 0000001100000000022, 33000011000022000
011331122, 33000011000022000011331122, 33330000001100002200033, 333300000
0110000220033, 0011111133333322000033311, 0011111133333322000033311, 00000
0223311001100110011, 000000223311001100110011, 22110022001100110000011,
22110022001100110000011, 00110011001111110011122211, 0011001100111111001
12211, 0011001100111111, 0011001100111111, 0011000000000000000110011, 0011
000000001111000110011, 00110011000156100011111, 00110011000178100011111
1'

    /*NO.3*/,'000000001100000011, 000000001100000011, 0033333311, 003333
33110000000000222222, 00333333, 11333333, 00333333000000110011111110, 003
333330000000110011111110, 333333331111111100110001, 333333331111110000110
001, 333333330000110000000001, 333333330000110000000001, 00330000000022
2222000033, 00330000000222222000033, 000000000000000000033333333, 001100
110000000000033333333, 11100111100111111133333333, 1110011110010000003333
33333, 000000000011000000033333333, 00000000001100111133333333, 110000200
000001111333333, 11000020000000000333333, 1111002000000000000333333, 111
10020001111000333333, 22111100000156100011, 22111100000178100011'

    /*NO.4*/,'00333300000000000000033, 00333300000000000000033, 33330
000001100000000000033, 333300001111111111100000033, 33000001111111111111
000022, 33000001111111111111, 22000011111111111111111, 000000111111111
11111111, 000001110000001111111001, 00000100000000001111001, 0000010020000
```

2000111, 0000010020002000111, 44001100000000001110004444, 44001100111100001110004444, 00001111111111111111, 00001111111111111111, 00011111111111111111, 00111111111111111111, 00111111111111111111, 00000001111111111, 00111100111111110011110033, 00111111001111001111110033, 3300000000000000001111003333, 33000000000111100000003333, 2233000000156100000333322, 2233000000178100000333322'

/*NO.5*/,'000000001111, 000000001111, 00000000110000000222222, 22001100110000000000022, 22001100000011, 22001100000011, 1100111111001111004444 0044, 11001111110011110044440044, 11000000110000000044, 000000000000000000 0044, 00000000444400444444, 00001100444400444444, 1111000044110011100000 1111, 1111000044110011100000 1111, 00000000440000000022, 00000000440000 00000022, 44444004400220011002, 44444004400220011002, 000000000000000000 0000201111, 0000001111000000000201111, 00000001111111111, 00000000110000001111, 1111110000000000001111, 11110000000011110000011, 11000000000156 1, 000000000001781'

];

var battleField=[];/* 战场网格 */

var mainKey=false;/* 独占的主键 */

var subKey=false;/* 独占的子键 */

var autoMove=function(){};

/*

crate gameMap

*/

var reload=function(w,h,shell){

    var stage=Math.max(1,this.stage)||1;

    if(stage>tankMap.length)stage=1;/* 关卡设置与检测 */

    $.getElementById("stageIndex").innerHTML=Game.stage;

    var map=tankMap[stage-1].split(',');

    shell.innerHTML='';

```javascript
var View=Jc('DIV','iMap',false,shell);

for (var i=0, html=[];i<h;i++ ){/* 游戏场景视图生成 */

    var line=Jc('DIV',0,0,View);

    battleField[i]=[];/* save cells info */

    for (var j=0,tmp=[];j<w;j++ ){

        var v=map[i]&&map[i].charAt(j)||0;/* 逐字符读取贴图数据 */

        var css=['empty','wall','steel','tod','sea','podium1','podium2','podium3','podium4'][v];

        var cell=Jc('SPAN',0,css,line);


    battleField[i][j]={'cell':cell,type:v,tank:false,ball:false};/*
使用 type 记录撞击特性,tank 记录是否有停放坦克 */

    }

};

var tanksHTML=[];

for (var i=0;i<Game.enemy;i++ ) {

    tanksHTML.push('<span></span>');

};

$.getElementById("tanks").innerHTML=tanksHTML.join('');

function Jc(type,id,className,parentNode){/* 生成 UI 的快捷函数 */

    var J=document.createElement(type);

    if(id)J.id=id;

    if(className)J.className=className;

    return parentNode.appendChild(J);
```

```javascript
    };

    if(window.ActiveXObject)/* IE6 下禁止重载背景 */

        $.execCommand("BackgroundImageCache", false, true);

};

reload.call(this,26,26,$.getElementById('win'));


/*

Mover Class

*/

Mover=function(){}

Mover.prototype={

    move:function(dir){

        if(this.lock||!this.use){return;};/* 停用或者尚在步进中,操作无
效 */

        if(this.army=='enemy'&&Math.random()*100>96)/* 敌机有 4%的机率
会中途变换方向  */

            return
this.dir=Math.max(0,Math.min(3,parseInt(Math.random()*5)-1));

        if(isNaN(dir))dir=this.dir;

        var
J=/[02]/.test(dir)?'top':'left',view=this.UI.style,This=this,i=0,INI=
this.type=='ball'?[5,2]:[4,3];/* speed ini */

        view.backgroundPosition='0 -'+dir*40+'px';/* change direction
移动对象转向 */

        this.dir=dir;
```

```
        if(this.hit())return this.onhit();/* hit test----------------
*/

        /* ----------------*/



        this.lock=true;/* 加锁 */

        var subMove=setInterval(function (){/* 阶段移动 20px */


    view[J]=parseInt(view[J])+INI[0]*(/[21]/.test(dir)?1:-1)+'px';/*
移动 */

            if(i++>INI[1]){

                clearInterval(subMove);

                This.lock=false;/* 解锁,允许再次步进 */

                This.freeGrid();/* 放弃原先占位 */

                This.x=Math.round(This.UI.offsetLeft/20);/* 保存网格坐
标 */

                This.y=Math.round(This.UI.offsetTop/20);

                This.useGrid();/* 登记当前占位 */

                if(This.type=='ball'&&This.use)This.move(dir);/* 使用中
的炮弹自动连续步进 */

            }

        },This.speed);

    }


    ,hit:function(){

        if(this.dir==0&&this.y==0||

            this.dir==1&&this.x==24||
```

```
        this.dir==2&&this.y==24||

        this.dir==3&&this.x==0

)return true;/* 场景越界 */


var x=this.x,y=this.y,a,b;

switch(this.dir){/* test cells */

    case 0:/* up 探测 */

        a=battleField[y-1][x];

        b=battleField[y-1][x+1];

        break;

    case 1:/* right 探测 */

        a=battleField[y][x+2];

        b=battleField[y+1][x+2];

        break;

    case 2:/* down 探测 */

        a=battleField[y+2][x];

        b=battleField[y+2][x+1];

        break;

    case 3:/* left 探测 */

        a=battleField[y][x-1];

        b=battleField[y+1][x-1];

        break;

};
```

```
if(a.tank||b.tank){/* 先测试是否停有其它坦克 */

    if(this.type=='ball'){/* 击中坦克 */

        if((a.tank&&a.tank.army!=this.owner.army)){
this.update(a);return true};/* 子弹受阻即爆 */


    if((b.tank&&b.tank.army!=this.owner.army)){this.update(b);;return
true};/* 子弹受阻即爆 */

    }else{

        return true;/* 坦克相撞 */

    }

};


    if(a.ball&&b.ball){/* 先测试是否掠过其它炮弹(用&&表示全对齐,不
包含部分交叉) */

        if(this.type=='ball'){/* 炮弹对撞 */


    if(a.ball.owner.army!=this.owner.army){a.ball.onhit();return
true};/*  两颗子弹同时爆炸 */


    if(b.ball.owner.army!=this.owner.army){b.ball.onhit();return
true};/* 两颗子弹同时爆炸 */

        }

    };


    if(a.type==0&&b.type==0)return;/* 空地不撞击 */


    if(/[1245678]/.test(a.type)||/[1245678]/.test(b.type)){/* 前方
非空非迷彩 */
```

```javascript
            if(this.type=='ball'){/* 撞击者为子弹，砖块标记为空 */

                this.free(a);

                this.free(b);

            };

            if(this.type=='ball'&&(a.type==4||b.type==4))return
false;/* 击中大海无效 */

            return true;/* 确定有阻挡 */

        };


    }

    ,onhit:function(){}


    ,free:function(net){/* 使用偏移方式来防止渲染效率恶化 */

        if(/[5678]/.test(net.type))Game.end=true;/* 击中指挥部结束 */

        if(net.type!=1)return;/* 不是砖块不变化 */

        net.cell.style.backgroundPosition='-10000px 0';

        net.type=0;

    }


    ,useGrid:function(isUse){/* 占据网格 */

        var X=this.type;/* 坦克与炮弹即时停放记录 */

        if(!this.use)return;

        if(isUse===undefined)isUse=this;/* 无参数时记录自己 */

        var x=this.x,y=this.y;
```

```
        battleField[y][x][X]=isUse;

        battleField[y+1][x+1][X]=isUse;

        battleField[y][x+1][X]=isUse;

        battleField[y+1][x][X]=isUse;

}

,freeGrid:function (){/* 释放网格 */

        this.useGrid(false);

}

,update:function (a){

        if(this.owner.name=='mainTank'){

                var J=$.getElementById("goal1");

                Game.val1+=200;

                J.innerHTML=Game.val1;

        };

        if(this.owner.name=='subTank'){

                var J=$.getElementById("goal2");

                Game.val2+=200;

                J.innerHTML=Game.val2;

        };

        if(a.tank.name=='mainTank'){

                var J=$.getElementById("myCount1");

                Game.play1-=1;

                J.innerHTML=Game.play1;

        };
```

```javascript
        if(a.tank.name=='subTank'){

            var J=$.getElementById("myCount2");

            Game.play2-=1;

            J.innerHTML=Game.play2;

        };

        if(Game.play1==0&&Game.play2==0)Game.end=true;

        a.tank.reLoad();

    }

}
/*

Tank Class

*/

var Tank=function (x,y,speed,ballSpeed,dir,army){

    var UI=document.createElement('DIV');

    UI.className="tank";

    this.type='tank';

    this.firstPos={'x':x,'y':y,'dir':dir||0};/* 坦克出口位置，击中后
重载坦克用 */

    this.x=x;

    this.y=y;

    this.army=army||'our';


    if(army=='enemy'){

        UI.className="etank";
```

```javascript
    this.onhit=function (){/* 敌机受阻后暂停 0.5 秒随机转向 */

        var This=this;

        setTimeout(function (){

This.dir=Math.max(0,Math.min(3,parseInt(Math.random()*5)-1));

        },500);

    };

    Tank.autoClip.push(this);/* 加入群机驱动 */

};


    var J=battleField[y][x].cell;/* 占用地图标识 */

    UI.style.top=J.offsetTop+'px';

    UI.style.left=J.offsetLeft+'px';

    this.speed=speed||20;/* 坦克移动速度 */

    this.ballSpeed=ballSpeed||10;/* 子弹速度 */

    this.UI=$.getElementById('gameMap').appendChild(UI);

    this.dir=dir||0;/* 坦克移动方向 */

    UI.style.backgroundPosition='0 -'+this.dir*40+'px';/* 对象初始朝向
*/

    this.max=Game.sendMax||1;/* 单次可发射子弹限量 */

    this.sendCount=0;/* 单次已发射子弹计数 */

    this.lock=false;

    this.use=true;/* 声明投放使用 */

    this.useGrid();/* 声明占位 */
```

```javascript
};

Tank.autoClip=[];/* 敌机列表 */

Tank.auto=function(){/* 敌机的自动运行 */

    for (var i=0;i<this.autoClip.length;i++ ) {

        var J=this.autoClip[i];

        if(J.use){/* 如果坦克使用中 */

            J.move();/* 移动 */

            if(Math.random()*100<10)

                ballClip.shot(J);/* 0.5%的机率射击 */

        }

    }

}

Tank.prototype=new Mover;/* 继承自 Mover 类，以拥有移动与撞击自检功能 */

Tank.prototype.reLoad=function(){/* 击中后重新加载 */

    this.freeGrid();/* 清扫战场 */

    this.UI.style.left='-1000px';

    this.use=false;/* 标记闲置 */

    var This=this;

    if(this.army=='enemy'){

        Game.kill++;


    $.getElementById("tanks").removeChild($.getElementById("tanks").firstChild);

        if(Game.enemy==Game.kill)return Game.win=true ;
```

```
        if(Game.kill>Game.enemy-3)return;/* 已经用尽存储的生命,无法再
复活 */

    }

    if(this.name=='subTank'&&Game.play2==0)return;

    if(this.name=='mainTank'&&Game.play1==0)return;

    /* 1秒后复活击中过的坦克 */

    setTimeout(function (){This.relive()},1000);


};

Tank.prototype.relive=function (){

        this.x=this.firstPos.x;/* 复位网格坐标 */

        this.y=this.firstPos.y;

        this.dir=this.firstPos.dir;

        this.useGrid();/* 网格占用声明 */

        this.UI.style.left=this.firstPos.x*20+'px';/* 复位物理坐标 */

        this.UI.style.top=this.firstPos.y*20+'px';

        this.UI.style.backgroundPosition='0 -'+this.dir*40+'px';/* 对
象初始朝向 */

        this.use=true;/* 标记为可用 */

}

/*

爆炸特效类

*/

Fx=function(file,step){
```

```javascript
var UI=document.createElement('DIV');

UI.style.cssText='position:absolute;width:60px;height:60px;overfl
ow:hidden;background:url('+file+') no-repeat 0 0;z-index:1009;';

this.UI=UI;

this.speed=50;

this.step=step||1;

this.moveTo=function(x,y){

    this.UI.style.top=y+'px';

    this.UI.style.left=x+'px';

    return this;

}

var This=this;

this.play=function () {

    var i=0;

    var FxTimer=setInterval(function () {

        This.UI.style.backgroundPosition='0 -'+i++*60+'px';

        if(i==This.step){

            clearInterval(FxTimer);

            This.moveTo(-1000,0);

        }

    },This.speed)

}

this.moveTo(-1000,0);

$.getElementById('gameMap').appendChild(UI);
```

```
};


var iFx=new Fx('imgk.gif',8);


/*

Ball Class 炮弹类

*/

var Ball=function(owner/* Tank class */){

    var UI=document.createElement('DIV');

    UI.className="ball";

    UI.style.top='0';

    UI.style.left='-1000px';/* hidden  to srceen left */

    this.UI=$.getElementById('gameMap').appendChild(UI);

    this.type='ball';

    this.use=false;/* 是否使用中，不在弹夹内 */

    this.lock=false;

}

Ball.prototype=new Mover;/* 继承自 Mover 类，以拥有移动与撞击自检功能
*/

/*

Magazine clip 弹夹类

*/

MagazineClip=function(count){

    this.clip=[];
```

```javascript
var This=this;

for (var i=0;i<count;i++ ) {/* 生成 count 个炮弹 */

    var ball=new Ball;

    ball.onhit=function (){/* 实现撞击事件接口 */

        var x=y=0;

        switch (this.dir){/* 效果位置调整 */

            case 0:x=-.5;y=-2;break;

            case 1:x=1;y=-0.5;break;

            case 2:x=-.5;y=1;break;

            case 3:x=-2;y=-.5;

        }

        iFx.moveTo((this.x+x)*20,(this.y+y)*20).play();/* 爆炸效果
回放 */

        this.freeGrid();

        this.UI.style.left='-1000px';/* 炮弹回收，存放到屏幕外  */

        this.use=false;/* 状态切换到非使用中 */

        this.owner.sendCount--;/* 刷新已发射量 */

        This.clip.push(this);/* 再次装入夹中循环利用 */

    }

    this.clip.push(ball);

}

this.shot=function(owner){/* 将炮弹装入坦克 */

    if(!owner.use)return;
```

```
        if(owner.sendCount==owner.max)return;/* 如果发射量满,放弃操作 */

        var ball=this.clip.pop();/* 从弹夹中弹出一个炮弹 */

        if(ball==undefined)return;/* 用光了则填弹失败 */

        owner.sendCount++;/* 计数 */

        ball.owner=owner;

        ball.x=owner.x;/* 虚拟网格位置 */

        ball.y=owner.y;

        ball.dir=owner.dir;

        ball.UI.style.backgroundPosition='0 -'+ball.dir*40+'px';/* 炮弹方向视图 */

        var J=battleField[ball.y][ball.x].cell,Jx=ball.UI.style;

        Jx.top=J.offsetTop+'px';/* 物理位置 */

        Jx.left=J.offsetLeft+'px';

        ball.speed=owner.ballSpeed||2;/* 炮弹定速 */

        ball.use=true;

        ball.move(owner.dir);/* 炮弹开始发射 */

    }

}

/*

创建角色 Tank(x,y,坦克速率,子弹速度(默认2),初始朝向(0-3),敌友识别番号(默认our))

*/

var ballClip=new MagazineClip(20);/* 弹夹(所有坦克共用) */

var mainTank=new Tank(9,24,30);/* 主坦克 */
```

```
mainTank.name='mainTank';

var subTank=new Tank(15,24,30);/* 子坦克 */

subTank.name='subTank';

/* 敌方坦克 */

var enemy1=new Tank(0,0,30,10,2,'enemy');

var enemy2=new Tank(12,0,30,10,2,'enemy');

var enemy3=new Tank(24,0,30,10,2,'enemy');


/*
按键按下
*/

window.onkeydown=

$.body.onkeydown=function (e){

    var J=(window.event||e).keyCode;

    if(/^(37|38|39|40)$/.test(J))mainKey=J;/* 记录主坦克移动键 */

    if(/^(73|74|75|76)$/.test(J))subKey=J;/* 记录子坦克移动键 JILK*/

    if(J==32)ballClip.shot(mainTank);/* 主坦克发射 空格*/

    if(J==70)ballClip.shot(subTank);/* 主坦克发射 F 键*/

};

/*
按键弹起
*/

window.onkeyup=

$.body.onkeyup=function (e){
```

```javascript
    var J=(window.event||e).keyCode;

    if(J==mainKey)mainKey=false;/* 主坦克当前移动键终止 */

    if(J==subKey)subKey=false;/* 子坦克当前移动键终止 */

};


/*
长定时器监听控制键
*/
var keyLister=setInterval(function(){

    if(Game.end){

        clearInterval(keyLister);/* 游戏结束 */

        document.body.innerHTML='<strong id="popTxt">GAME
OVER</strong>';

    };

    if(Game.win){

        Game.stage++;/* 下一关 */

        Game.end=false;

        Game.win=false;

        Game.enemy=Game.full;

        Game.kill=0;


        reload.call(Game,26,26,$.getElementById('win'));

        for (var i=0;i<Tank.autoClip.length;i++ ) {

            Tank.autoClip[i].relive();
```

```
        };

        if(Game.play1>0){

            $.getElementById("myCount1").innerHTML=++Game.play1;

            mainTank.relive();

        }

        if(Game.play2>0){

            $.getElementById("myCount2").innerHTML=++Game.play2;

            subTank.relive();

        };

    };

    if(/^(37|38|39|40)$/.test(mainKey))mainTank.move([3,0,1,2][mainKe
y-37]);/* 所有主移动键 */

    if(/^(73|74|75|76)$/.test(subKey)){/* 所有子移动键 */

        subTank&&subTank.move({'73':0,'76':1,'75':2,'74':3}[subKey]);

    }

    Tank.auto();

},19);


};

Game.begin(document)/* ------------------------Tank1998
End------------------------------------ */

</script>

</html>
```