# 配置工程

## import androidx.navigation.compose.NavHost

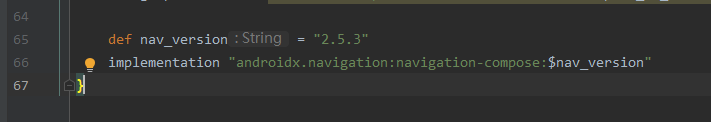
路径：game\_code\_compose\app\build.gradle

dependencies {

def nav\_version = "2.5.3"

implementation "androidx.navigation:navigation-compose:$nav\_version"

}



# Demo code

<https://github.com/android/compose-samples>

## 例子代码 1

<https://github.com/SmartToolFactory/Jetpack-Compose-Tutorials>

各种案例代码

## 例子代码 2

<https://github.com/android/sunflower>

# Online doc m3.material.io

<https://m3.material.io/components/cards/overview>

<https://developer.android.com/jetpack?hl=zh-cn>

# Game UI Design

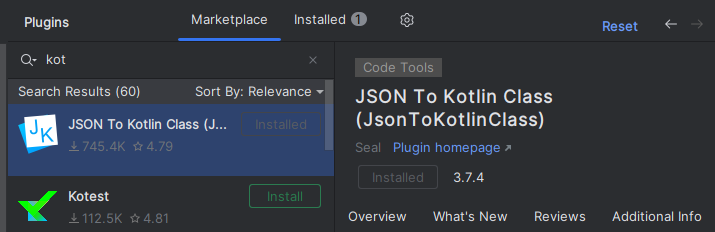
<https://interfaceingame.com/screenshots/diablo-iv-beta-town-portal/>

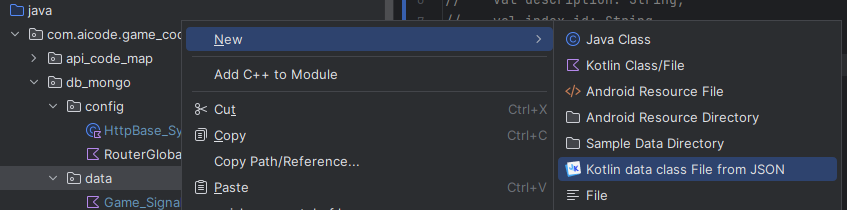
## Home Page

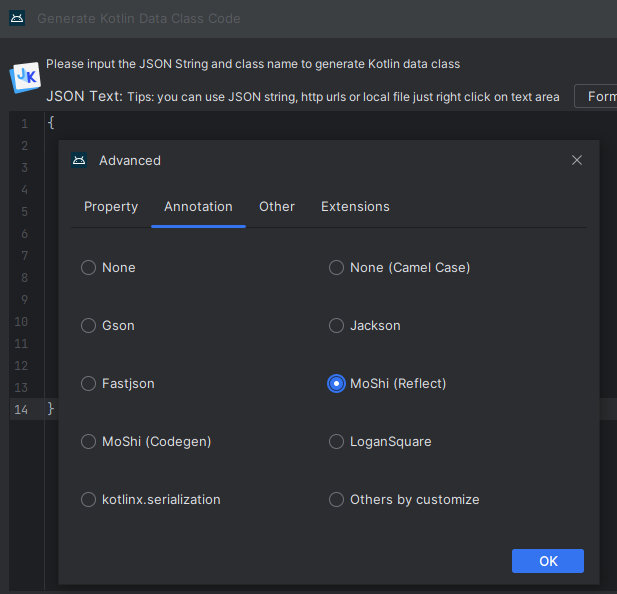
屏幕底部是导航栏，里面是排列靠前的5个菜单（图标加文本）。

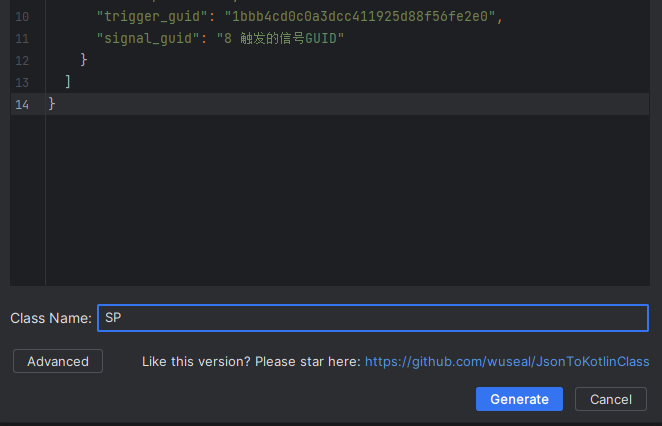
点击“更多”按钮时，显示所有的菜单列表。列表上可以操作“置顶”，然后就会出现在 导航栏里面了。

# JSON TO KOTLIN CODE







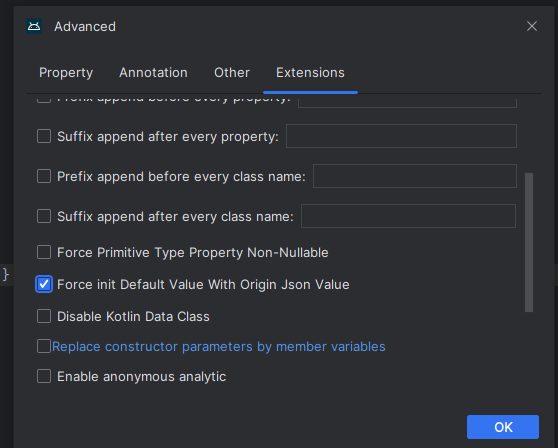


取个类名称，点击 Generate

1 Keyword=Var

2 Annotation MoShi(Reflect)

3



# Code cmd

做一个数据列表，一行上显示图标，名称，时间。编辑按钮

Make a data list, display icon, name, time on one line. edit button

使用compose, kotlin ,写一个详细编辑页面，字段有trigger\_guid,trigger\_description,signal\_name ，都是文本类型，有文本编辑控件，可以编辑

# Cursor.so

<https://www.cursor.so/>

Windows Chrome run apk

<https://arc-welder.en.softonic.com/?utm_source=SEM&utm_medium=paid&utm_campaign=EN_UK_DSA&gclid=Cj0KCQjwz6ShBhCMARIsAH9A0qXID_u1pbtUpTQFudvPCnDpgPumiBAJ2MW4vzF_XgUjGQ0H8SnKR5gaArTpEALw_wcB>