圖形繪製

CORONA入門課

兩點成一線

//畫一條線
▸ display.newLine(Ox,Oy,Dx,Dy)
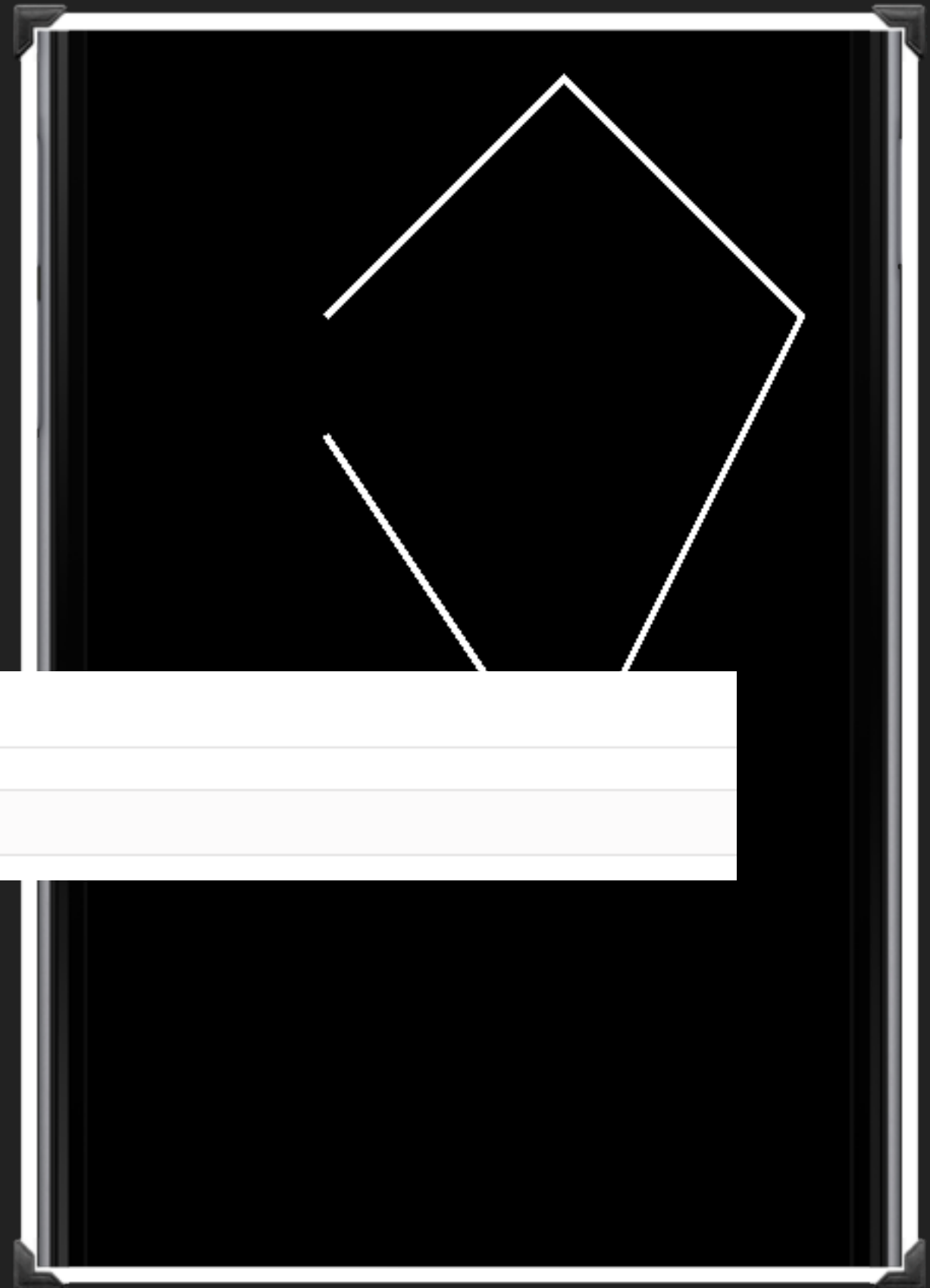
//將這條線連到新的點
▸ line:append(P1x,P1y.....)

Syntax

```
LineObject:append( x, y [, ... ] )
```

回傳Line Object

ShapeObject

Parent	DisplayObject
Library	display.*
Revision	Current Public Release (2016.2830)
Keywords	shape
See also	Shapes — Paths, Fills, Strokes (guide)
	display.newImage()
	display.newImageRect()
	display.newCircle()
	display.newPolygon()
	display.newRect()
	display.newRoundedRect()
	display.newLine()

Overview

Vector display objects are objects created without the use of images, such as rectangles, circles, rounded rectangles, and lines.
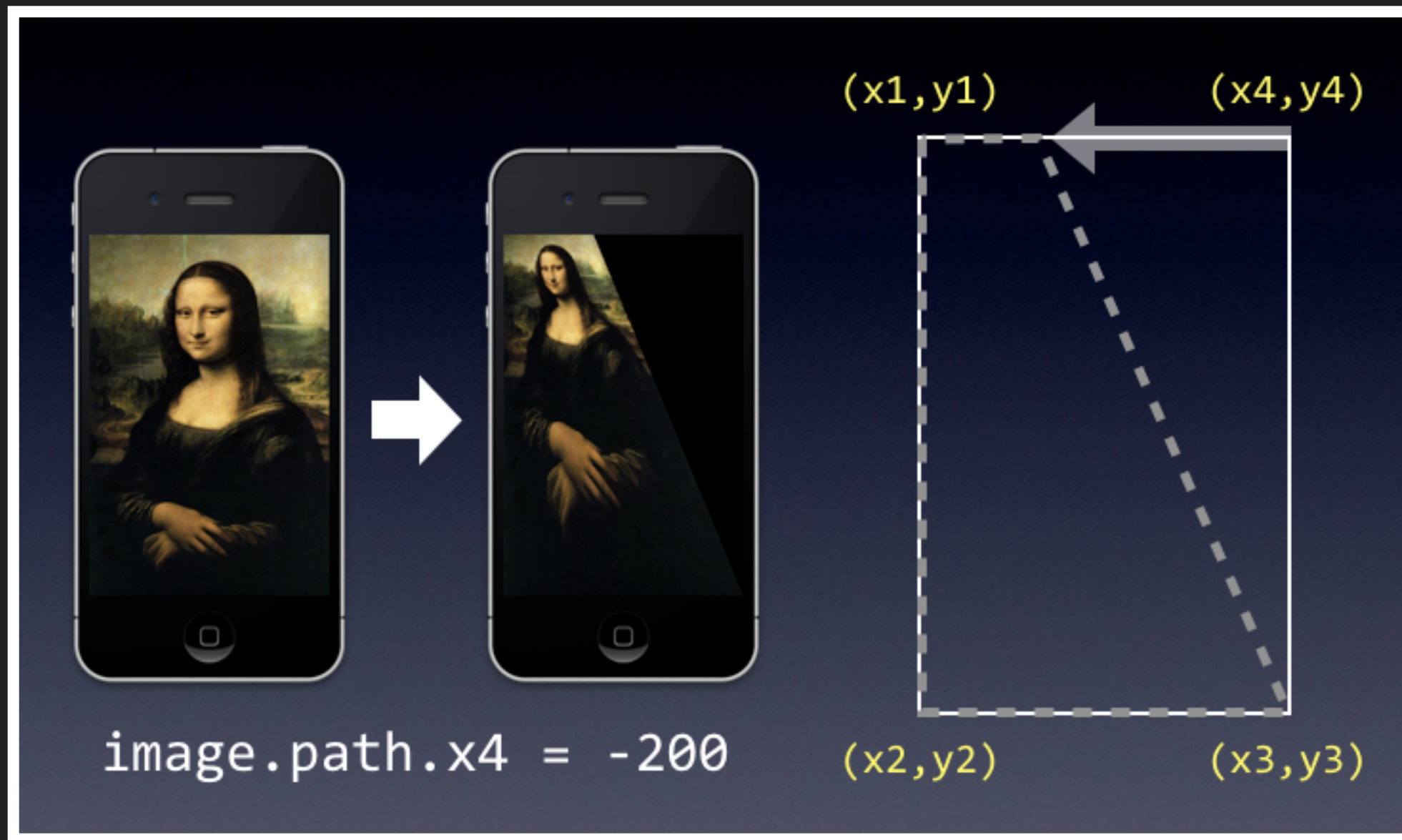
Properties

(Inherits properties from *DisplayObject*)

object.fill

object.path

object.stroke

object.strokeWidth

Methods

(Inherits methods from *DisplayObject*)

object:setFillColor()

object:setStrokeColor()

用以調整端點位置

Image

Rect

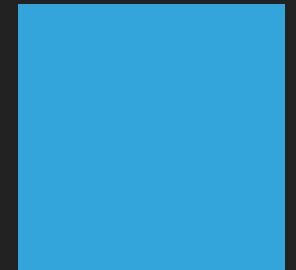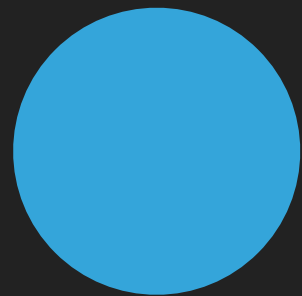Shape Object

Circle

Polygon

RoundedRect

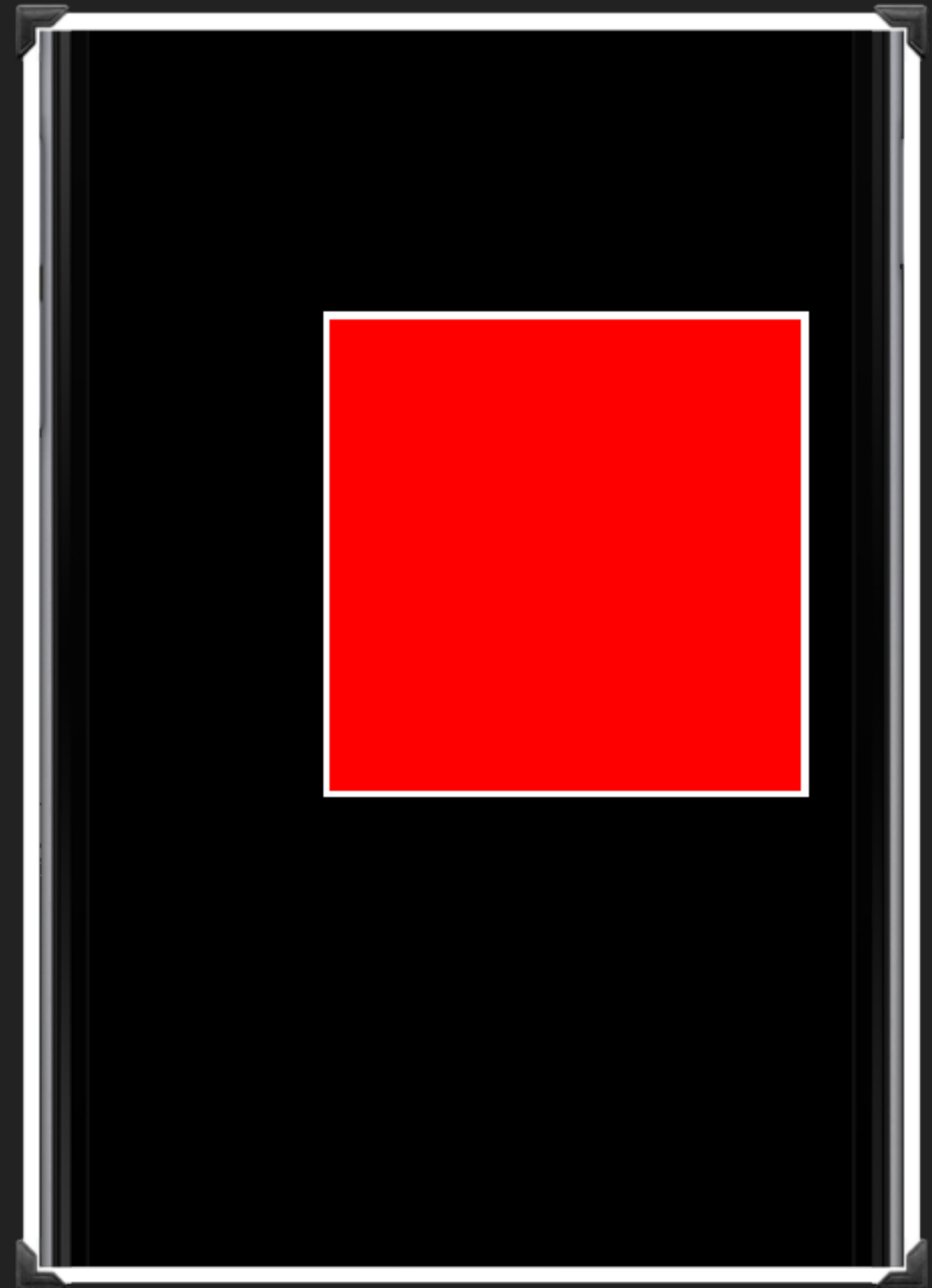## 中心點加寬高，可為矩形

//畫一個矩形
▶ display.newRect(x,y,width,height)

//設定矩形線條寬度
▶ rect.strokeWidth = 3

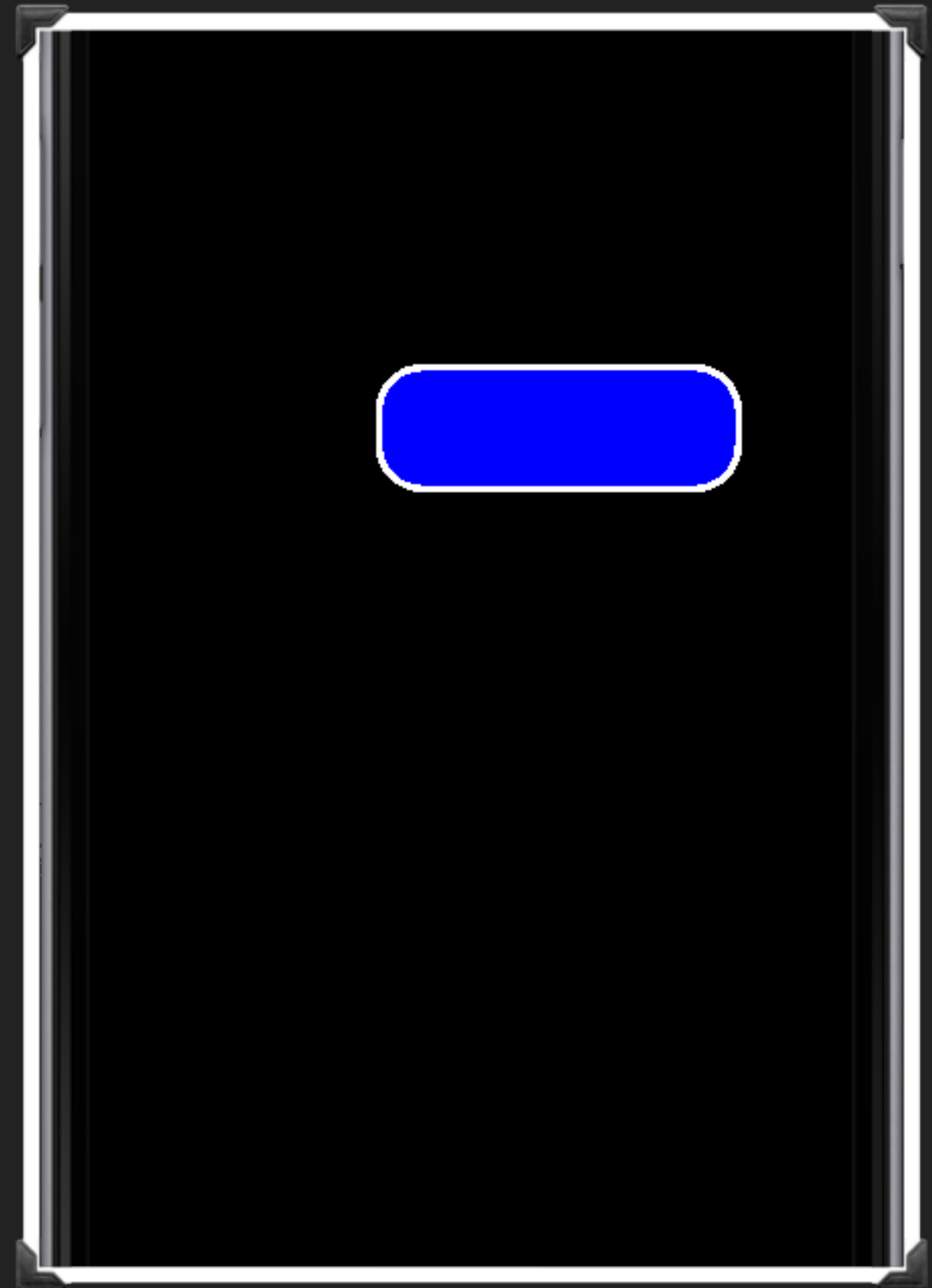//設定矩形線條顏色
▶ rect:setStrokeColor(1,1,1)

回傳Shape Object

中心點加寬高及角度，可為圓角矩形

//畫一個圓角矩形

▸ display.newRoundedRect(x , y , width ,

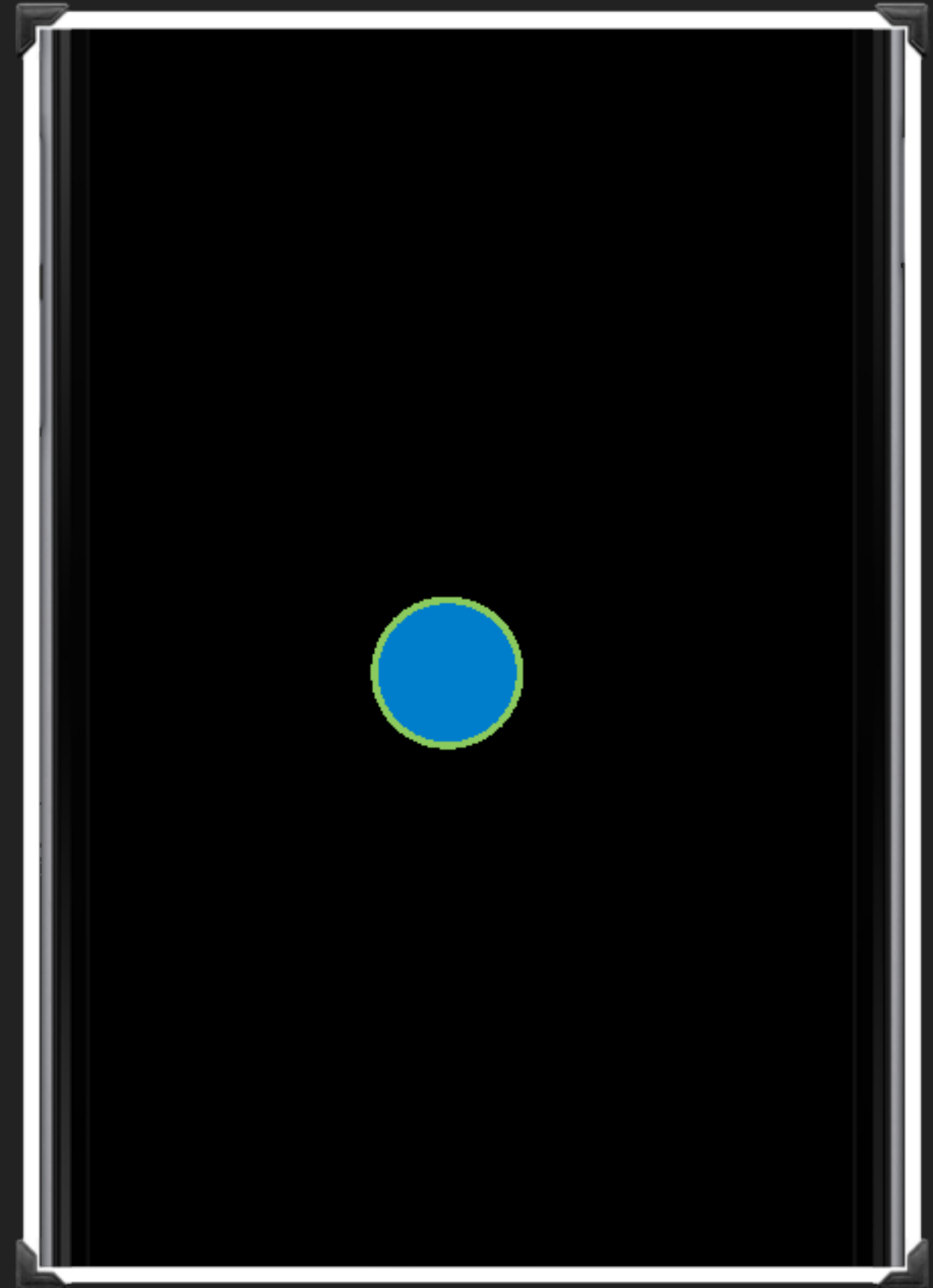height, cornerRadius)

回傳Shape Object

中心點加半徑，可為圓形

//畫一個圓形

▶ display.newCircle(x , y , radius)

回傳Shape Object

中心點加端點Table，可為多邊形

//畫一個多邊形

▶ display.newPolygon(x , y , vertices)

//用圖形填滿

▶ polygon.fill = { type="image",

filename="goblin.png" }

回傳Shape Object