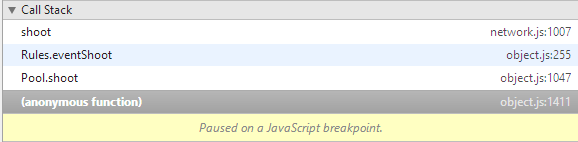
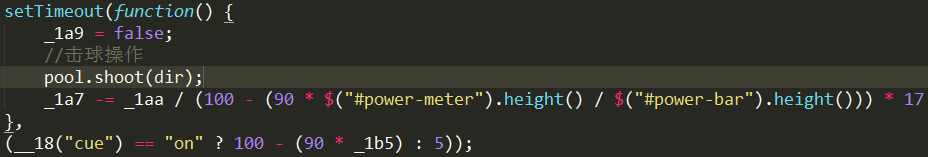
斯洛克游戏源码研究

1. 击球操作
2. 先看call stack

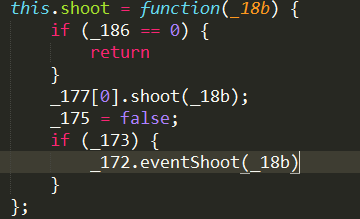


对应的代码分别是：

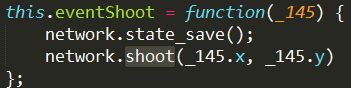
A．Game. process()方法如下代码:



B．Pool.shoot()方法



C．Rules.eventShoot()方法



D．network.shoot()方法

