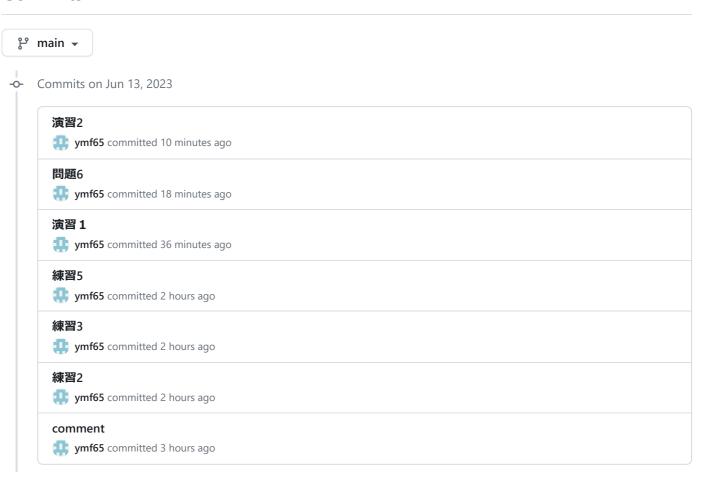
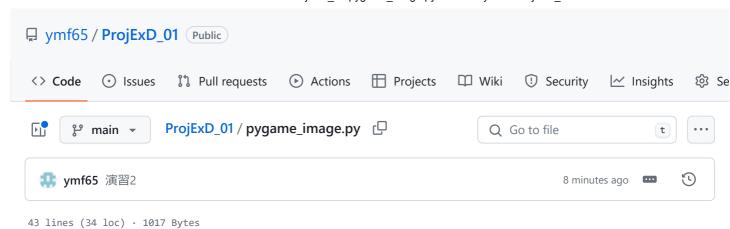


Commits



Newer Older



```
Raw (□ ± 0 ▼ ○
Code
         Blame
  1
         import sys
         import pygame as pg
  3
         import math
  4
  5
        def main():
  6 V
             pg.display.set_caption("はばたけ!こうかとん")
  7
             screen = pg.display.set_mode((800, 600))
  8
  9
             clock = pg.time.Clock()
             bg_img = pg.image.load("ex01/fig/pg_bg.jpg")
 10
 11
             kou = pg.Surface((0, 0))
 12
 13
             kou = pg.image.load("ex01/fig/3.png")
             kou = pg.transform.flip(kou, True, False)
 14
             kou = pg.transform.rotozoom(kou, 10, 1)
 15
 16
             lis = [kou]
 17
 18
             tmr = 0
 19
             x = 0
             while True:
 20
                 for event in pg.event.get():
 21
                     if event.type == pg.QUIT: return
 23
 24
                 screen.blit(bg_img, [-tmr,0])
 25
                 screen.blit(pg.transform.flip(bg_img, True, False), [1600-tmr, 0])
                 screen.blit(bg_img, [3200-tmr, 0])
 26
                 if tmr == 3200:
 27
 28
                     tmr = 0
                 else:
 29
 30
                     pass
 31
                 screen.blit(kou, [300, 200+10*math.sin(math.radians(tmr))])
 32
 33
 34
                 pg.display.update()
                 tmr += 1
 35
 36
                 clock.tick(500)
 37
 38
         if __name__ == "__main__":
 39
 40
             pg.init()
 41
            main()
 42
             pg.quit()
 43
             sys.exit()
```