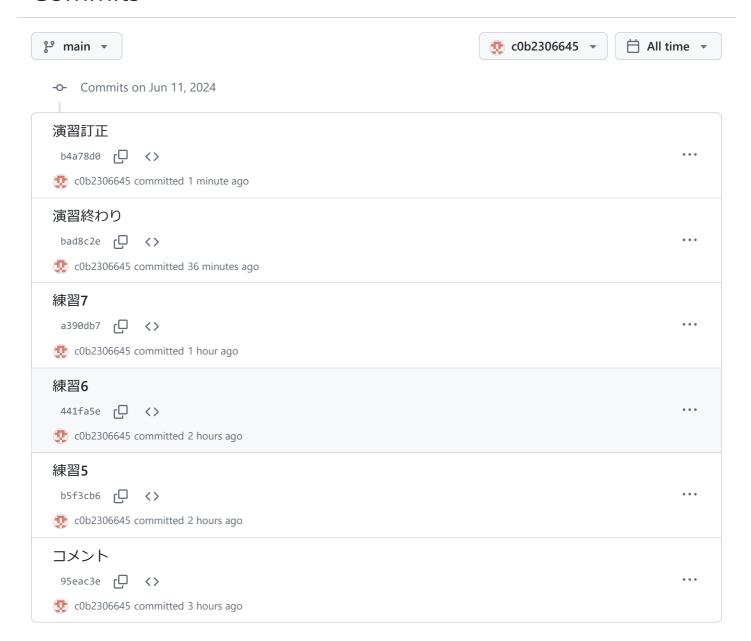
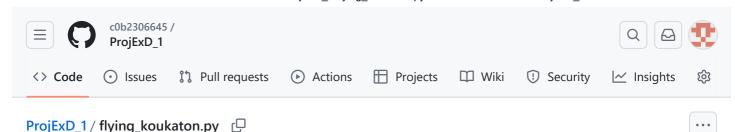


Commits





b4a78d0 · now

59 lines (49 loc) · 1.35 KB

😍 c0b2306645 演習訂正

```
Raw 🕒 🕹
Code
                                                                                                                    <>
         Blame
    1
           import os
    2
           import sys
    3
           import pygame as pg
    4
    5
           os.chdir(os.path.dirname(os.path.abspath(__file__)))
    6
    7
    8
          def main():
    9
               pg.display.set_caption("はばたけ!こうかとん")
               screen = pg.display.set_mode((800, 600))
   10
               clock = pg.time.Clock()
   11
   12
               bg_img = pg.image.load("fig/pg_bg.jpg")
   13
               kk_img = pg.image.load("fig/3.png")
               kk_img = pg.transform.flip(kk_img, True, False)
   14
               bg_img2 = pg.transform.flip(bg_img,True, False)
   15
               kk_rct = kk_img.get_rect()
   16
   17
               kk_rct.center = (300,200)
   18
               tmr = 0
   19
   20
               x1 = 0
   21
               y1 = 0
               while True:
   22
   23
                   for event in pg.event.get():
   24
                       if event.type == pg.QUIT: return
                   x1 = 0
   25
   26
                   y1 = 0
   27
                   x = tmr\%3200
                   # kk_rct.move_ip(-1,0)
   28
   29
                   screen.blit(bg_img,[-x,0])
   30
                   screen.blit(bg_img2, [-x+1600, 0])
                   screen.blit(bg_img, [-x+3200, 0])
   31
                   screen.blit(bg_img2, [-x+4800, 0])
   32
   33
   34
   35
                   key_lst = pg.key.get_pressed()
                   if key_lst[pg.K_UP]:
   36
   37
                       y1 -= 1
   38
                   if key_lst[pg.K_DOWN]:
   39
                       y1 +=1
                   if key_lst[pg.K_LEFT]:
   40
   41
                       x1 -=1
                   if key_lst[pg.K_RIGHT]:
   42
   43
                       x1 += 2
```

```
46
              screen.blit(kk_img, kk_rct)
              x1 -=1
47
48
              kk_rct.move_ip(x1,y1)
49
              pg.display.update()
              tmr += 1
50
51
              x += 1
              clock.tick(200)
52
53
54
55
      if __name__ == "__main__":
56
          pg.init()
57
           main()
58
           pg.quit()
           sys.exit()
59
```