## 1.AnimatedSprite需要一个图集作为资源

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## 2.代码实例,需要配合NumberAnimation使用

项目结构

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| //main.qml  import QtQuick 2.15  import QtQuick.Window 2.15  Window {  width: 640  height: 480  visible: true  title: *qsTr*("QML Spite Demo")  //白色背景矩形框  Rectangle{  anchors.fill: *parent*  color: 'white'  }  AnimatedSprite{  id: *sprite*  source: "imgs/horse\_1.png"  width: 128; height: *width*  x:-128 ; y:*parent*.height/2  frameCount: 11  frameWidth: 128  frameHeight: 128  frameRate: 25  loops: Animation.Infinite  running: true  NumberAnimation{  id: *na*  target: *sprite*  properties: "x"  from: -128  to:512  duration: 3000  loops: Animation.Infinite  running: true  }  }  MouseArea{  anchors.fill: *parent*  onClicked: {  if(*sprite*.paused){  *sprite*.resume();  *na*.resume();  } else{  *sprite*.pause();  *na*.pause();//注意这里需要把两个动画都暂停,否则会出现马停止了,还会一直往右滑,非常滑稽  }  }  }  } |  |