# pygame的Surface类提供了一个subsurface方法可以用来切图

# 切图之前的大图sprite.png，有5行2列，每一个小图的宽度391px，高度220px

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## 项目结构

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# 切图代码

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| import sys  import pygame as pg  img = pg.image.load('./sprite.png')  **sub\_img = pg.Surface.subsurface(img,(0,220,391,220)) # pygame的切图方法**  win = pg.display.set\_mode((800,600))  pg.display.set\_caption("spritesheet test")  clock = pg.time.Clock()  running = True  while running:      for event in pg.event.get():          if event.type == pg.QUIT:              running = False      win.fill((255,255,255))      # win.blit(img,(0,0))      win.blit(sub\_img,(100,100))      pg.display.update()      clock.tick(30)  pg.quit()  sys.exit() |

## 效果

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# 假如我们需要把所有的子图片都截取下来，需要一个循环，我们先新建一个cutted文件夹来保存切割后的图片

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## 我们修改代码如下，注意需要正确计算坐标，否则就切不好

### 02-spritesheet.py

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| import sys  import pygame as pg  img = pg.image.load('./sprite.png')  # sub\_img\_list = []  xs = [0,391]  ys = [0,220,440,660]  region = (0,0,391,220)  i = 1  for y in ys:      for x in xs:          sub\_img = pg.Surface.subsurface(img,(x,y,391,220)) # pygame的切图方法          pg.image.save(sub\_img,"./cutted/gocu%d.png" % i)          i += 1  sub\_img = pg.Surface.subsurface(img,(0,880,391,220)) #保存最后一个小图  pg.image.save(sub\_img,"./cutted/gocu9.png")  win = pg.display.set\_mode((800,600))  pg.display.set\_caption("spritesheet test")  clock = pg.time.Clock()  running = True  while running:      for event in pg.event.get():          if event.type == pg.QUIT:              running = False      win.fill((255,255,255))      # win.blit(img,(0,0))      win.blit(sub\_img,(100,100))      pg.display.update()      clock.tick(30)  pg.quit()  sys.exit() |

## 运行程序，发现切割成功

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# 尝试让图片动起来

## 把02文件复制一份，改名03-spritesheet-moving.py，然后修改内容如下

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| import sys  import pygame as pg  img = pg.image.load('./sprite.png')  sub\_img\_list = []  xs = [0,391]  ys = [0,220,440,660]  region = (0,0,391,220)  # i = 1  for y in ys:      for x in xs:          sub\_img = pg.Surface.subsurface(img,(x,y,391,220)) # pygame的切图方法          # pg.image.save(sub\_img,"./cutted/gocu%d.png" % i)          # i += 1          sub\_img\_list.append(sub\_img)  sub\_img = pg.Surface.subsurface(img,(0,880,391,220)) #保存最后一个小图  sub\_img\_list.append(sub\_img)  # pg.image.save(sub\_img,"./cutted/gocu9.png")  win = pg.display.set\_mode((800,600))  pg.display.set\_caption("spritesheet test")  clock = pg.time.Clock()  running = True  index = 0  while running:      for event in pg.event.get():          if event.type == pg.QUIT:              running = False      win.fill((255,255,255))      # win.blit(img,(0,0))      win.blit(sub\_img\_list[index],(100,100))      if index < 8:          index +=1      else:          index = 0      pg.display.update()      clock.tick(10)  pg.quit()  sys.exit() |

### 运行程序发现成功把图片动起来，产生了了动画效果，这里有一个文件dad-son-planewar.py在这里是没有用的我们把它删除