**Getting Started - Chapter 6 - The Switch On Event**

**@@启程-第六章-启动事件@@**

**The Switch On Event**

**@@启动事件@@**

When we click the screen pointer on the fountain we want it to start. We do this by adding a function to an *onPointerObservable* to deal with a pointer down event that switches the particle system between stop and start.

@@我们希望，当我们在屏幕上点击喷泉时喷泉启动。我们通过对场景的“*onPointerObservable* ”属性添加一个方法，来处理点击事件，并切换粒子系统的启停。@@

let switched = false; //on off flag 启停标志

scene.onPointerObservable.add((pointerInfo) => {

switch (pointerInfo.type) {

case BABYLON.PointerEventTypes.POINTERDOWN:

if(pointerInfo.pickInfo.hit) {

pointerDown(pointerInfo.pickInfo.pickedMesh)

}

break;

}

});

const pointerDown = (mesh) => {

if (mesh === fountain) { //check that the picked mesh is the fountain 检查点击的网格是不是喷泉

switched = !switched; //toggle switch 切换开关状态

if(switched) {

particleSystem.start();

}

else {

particleSystem.stop();

}

}

}

Start/Stop Particles on Click

通过点击启停粒子系统

https://playground.babylonjs.com/#TC31NV#5

Now we add this into the village world.

@@现在我们把它添加到村庄世界中@@

Add Interaction

添加交互

https://playground.babylonjs.com/#KBS9I5#93

So far all the actions have been in daylight and now time moves to the night where we will need street lights.

@@到目前为止所有的行动都在阳光下进行，现在是时候前往夜间，在那里我们将需要路灯。@@