public void ClearScreen()

{

switch (Down\_Type)

{

//14列大概是中点

case 1:

{

//this.Timer.Text = (CorePosition.X + 1).ToString();

//擦除

if (Is\_Go\_Left)

CorePosition.Y += 1;

if (Is\_Go\_Right)

CorePosition.Y -= 1;

if (Is\_Go\_Down && CorePosition.X > 0)

CorePosition.X -= 1;

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X + 1][CorePosition.Y] = 0;

map[CorePosition.X][CorePosition.Y+1] = map[CorePosition.X+1][CorePosition.Y+1] = 0;

break;

}

case 2:

{

switch (Type\_Direction)

{

case 1:

{

//this.Timer.Text = (CorePosition.X + 1).ToString();

//擦除

if (Is\_Go\_Left)

CorePosition.Y += 1;

if (Is\_Go\_Right)

CorePosition.Y -= 1;

if (Is\_Go\_Down)

CorePosition.X -= 1;

if(!Is\_Go\_Up)

{

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X+1][CorePosition.Y] = 0;

map[CorePosition.X+2][CorePosition.Y] = map[CorePosition.X + 2][CorePosition.Y + 1] = 0;

}

else

{

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X+1][CorePosition.Y] = 0;

map[CorePosition.X + 1][CorePosition.Y + 1] = map[CorePosition.X + 1][CorePosition.Y + 2] = 0;

}

break;

}

case 2:

{

//this.Timer.Text = (CorePosition.X + 1).ToString();

//擦除

if (Is\_Go\_Left)

CorePosition.Y += 1;

if (Is\_Go\_Right)

CorePosition.Y -= 1;

if (Is\_Go\_Down)

CorePosition.X -= 1;

if(!Is\_Go\_Up)

{

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X][CorePosition.Y+1] = 0;

map[CorePosition.X][CorePosition.Y+2] = map[CorePosition.X -1][CorePosition.Y+2] = 0;

}

else

{

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X+1][CorePosition.Y] = 0;

map[CorePosition.X+2][CorePosition.Y] = map[CorePosition.X + 2][CorePosition.Y + 1] = 0;

}

break;

}

case 3:

{

//this.Timer.Text = (CorePosition.X + 1).ToString();

//擦除

if (Is\_Go\_Left)

CorePosition.Y += 1;

if (Is\_Go\_Right)

CorePosition.Y -= 1;

if (Is\_Go\_Down)

CorePosition.X -= 1;

if(!Is\_Go\_Up)

{

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X+1][CorePosition.Y] = 0;

map[CorePosition.X + 1][CorePosition.Y + 1] = map[CorePosition.X + 1][CorePosition.Y + 2] = 0;

}

else

{

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X][CorePosition.Y+1] = 0;

map[CorePosition.X][CorePosition.Y+2] = map[CorePosition.X -1][CorePosition.Y+2] = 0;

}

break;

}

}

break;

}

case 3:

{

switch (Type\_Direction)

{

case 1:

{

//this.Timer.Text = (CorePosition.X + 1).ToString();

//擦除

if (Is\_Go\_Left)

CorePosition.Y += 1;

if (Is\_Go\_Right)

CorePosition.Y -= 1;

if (Is\_Go\_Down)

CorePosition.X -= 1;

if (!Is\_Go\_Up)

{

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X][CorePosition.Y + 1] = 0;

map[CorePosition.X + 1][CorePosition.Y + 1] = map[CorePosition.X + 1][CorePosition.Y + 2] = 0;

}

else

{

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X + 1][CorePosition.Y] = 0;

map[CorePosition.X][CorePosition.Y + 1] = map[CorePosition.X - 1][CorePosition.Y + 1] = 0;

}

break;

}

case 2:

{

//this.Timer.Text = (CorePosition.X + 1).ToString();

//擦除

if (Is\_Go\_Left)

CorePosition.Y += 1;

if (Is\_Go\_Right)

CorePosition.Y -= 1;

if (Is\_Go\_Down)

CorePosition.X -= 1;

if (!Is\_Go\_Up)

{

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X + 1][CorePosition.Y] = 0;

map[CorePosition.X][CorePosition.Y + 1] = map[CorePosition.X - 1][CorePosition.Y + 1] = 0;

}

else

{

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X][CorePosition.Y + 1] = 0;

map[CorePosition.X + 1][CorePosition.Y + 1] = map[CorePosition.X + 1][CorePosition.Y + 2] = 0;

}

break;

}

}

break;

}

case 4:

{

switch (Type\_Direction)

{

case 1:

{

//this.Timer.Text = (CorePosition.X + 1).ToString();

//擦除

if (Is\_Go\_Left)

CorePosition.Y += 1;

if (Is\_Go\_Right)

CorePosition.Y -= 1;

if (Is\_Go\_Down)

CorePosition.X -= 1;

if (!Is\_Go\_Up)

{

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X][CorePosition.Y + 1] = 0;

map[CorePosition.X][CorePosition.Y + 2] = map[CorePosition.X][CorePosition.Y + 3] = 0;

}

else

{

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X + 1][CorePosition.Y] = 0;

map[CorePosition.X + 2][CorePosition.Y] = map[CorePosition.X + 3][CorePosition.Y] = 0;

}

break;

}

case 2:

{

//this.Timer.Text = (CorePosition.X + 1).ToString();

//擦除

if (Is\_Go\_Left)

CorePosition.Y += 1;

if (Is\_Go\_Right)

CorePosition.Y -= 1;

if (Is\_Go\_Down)

CorePosition.X -= 1;

if (!Is\_Go\_Up)

{

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X + 1][CorePosition.Y] = 0;

map[CorePosition.X + 2][CorePosition.Y] = map[CorePosition.X + 3][CorePosition.Y] = 0;

}

else

{

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X][CorePosition.Y + 1] = 0;

map[CorePosition.X][CorePosition.Y + 2] = map[CorePosition.X][CorePosition.Y + 3] = 0;

}

break;

}

}

break;

}

case 5:

{

switch (Type\_Direction)

{

case 1:

{

//this.Timer.Text = (CorePosition.X + 1).ToString();

//擦除

if (Is\_Go\_Left)

CorePosition.Y += 1;

if (Is\_Go\_Right)

CorePosition.Y -= 1;

if (Is\_Go\_Down)

CorePosition.X -= 1;

if (!Is\_Go\_Up)

{

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X][CorePosition.Y + 1] = 0;

map[CorePosition.X][CorePosition.Y + 2] = map[CorePosition.X - 1][CorePosition.Y + 1] = 0;

}

else

{

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X][CorePosition.Y + 1] = 0;

map[CorePosition.X + 1][CorePosition.Y + 1] = map[CorePosition.X - 1][CorePosition.Y + 1] = 0;

}

break;

}

case 2:

{

//this.Timer.Text = (CorePosition.X + 1).ToString();

//擦除

if (Is\_Go\_Left)

CorePosition.Y += 1;

if (Is\_Go\_Right)

CorePosition.Y -= 1;

if (Is\_Go\_Down)

CorePosition.X -= 1;

if (!Is\_Go\_Up)

{

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X][CorePosition.Y + 1] = 0;

map[CorePosition.X][CorePosition.Y + 2] = map[CorePosition.X + 1][CorePosition.Y + 1] = 0;

}

else

{

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X][CorePosition.Y + 1] = 0;

map[CorePosition.X][CorePosition.Y + 2] = map[CorePosition.X - 1][CorePosition.Y + 1] = 0;

}

break;

}

case 3:

{

//this.Timer.Text = (CorePosition.X + 1).ToString();

//擦除

if (Is\_Go\_Left)

CorePosition.Y += 1;

if (Is\_Go\_Right)

CorePosition.Y -= 1;

if (Is\_Go\_Down)

CorePosition.X -= 1;

if (!Is\_Go\_Up)

{

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X][CorePosition.Y + 1] = 0;

map[CorePosition.X + 1][CorePosition.Y + 1] = map[CorePosition.X - 1][CorePosition.Y + 1] = 0;

}

else

{

map[CorePosition.X][CorePosition.Y] = map[CorePosition.X][CorePosition.Y + 1] = 0;

map[CorePosition.X][CorePosition.Y + 2] = map[CorePosition.X + 1][CorePosition.Y + 1] = 0;

}

break;

}

}

break;

}

}

}

————————————————

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