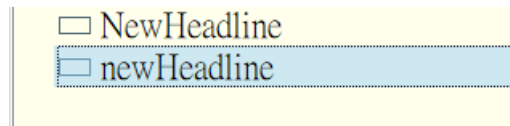
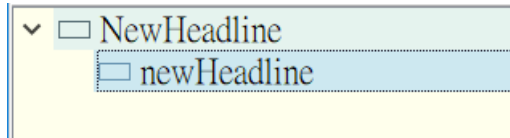


Ctrl+i 建立一個指截點



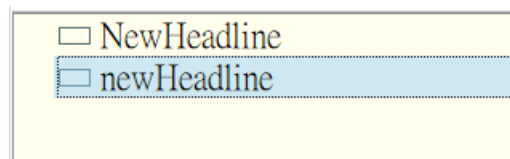
▲(圖 1)

Ctrl+r 將建立的指截點往右移至副截點



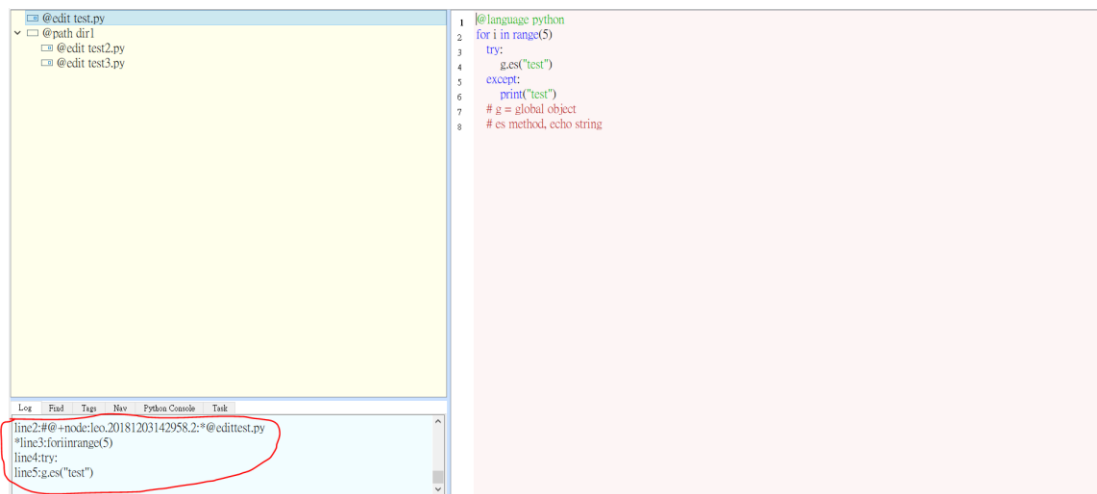
▲(圖 2)

Ctrl+l 將建立的副截點往左移至指截點



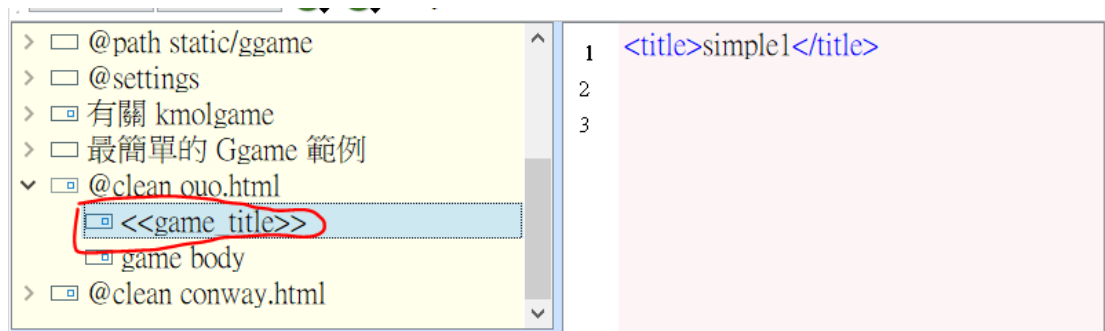
▲(圖 3)

Ctrl+b 執行



▲(圖 4)

<<game title>> 命名截點



▲(圖 5)

以下使用 kmolgame 示範:

```
1  @language python
2
3  # example 1
4  # 從 ggame 目錄中, 導入 App, ImageAsset 與 Sprite 模組
5  from ggame import (
6      App,
7      ImageAsset,
8      Sprite,
9      LineAsset,
10     LineStyle,
11     Color
12 )
13 # Create a displayed object at 100,100 using an image asset
14 Sprite(ImageAsset("images/bunny.png"), (100,100))
15 # Create the app, with a default stage
16 app = App()...
17 # Run the app
18 app.run()
19
```

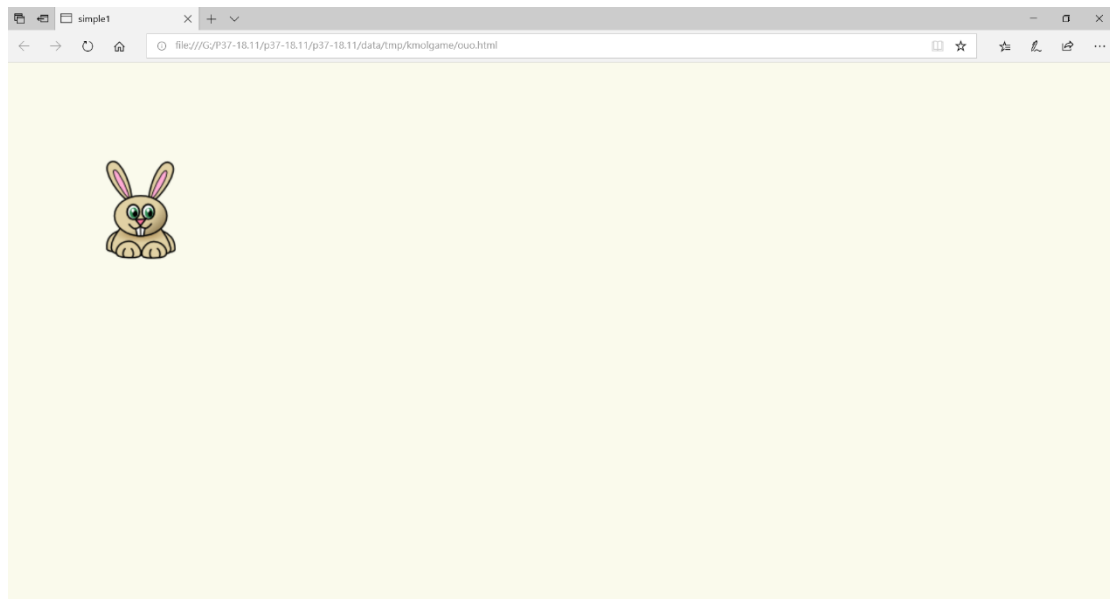
▲(圖 6)

圖 7 劃紅線的地方為圖檔會出現在座標 100,100 位置，如圖 8

```
1  @language python
2
3  # example 1
4  # 從 ggame 目錄中, 導入 App, ImageAsset 與 Sprite 模組
5  from ggame import (
6      App,
7      ImageAsset,
8      Sprite,
9      LineAsset,
10     LineStyle,
11     Color
12 )
13 # Create a displayed object at 100,100 using an image asset
14 Sprite(ImageAsset("images/bunny.png"), (100,100))
15 # Create the app, with a default stage
16 app = App()...
17 # Run the app
18 app.run()

```

▲(圖 7)

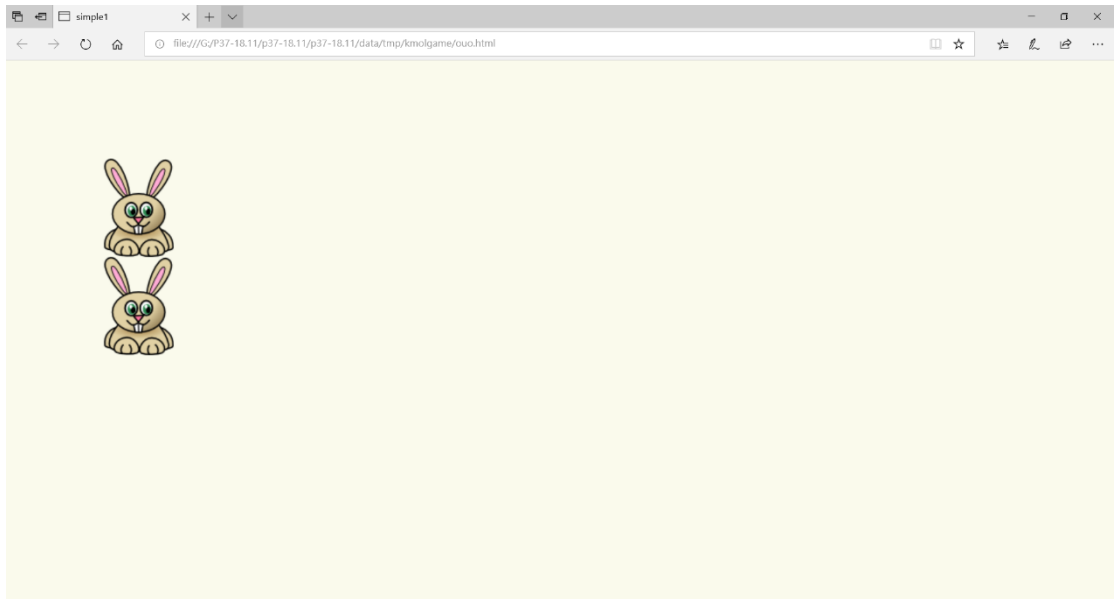


▲(圖 8)

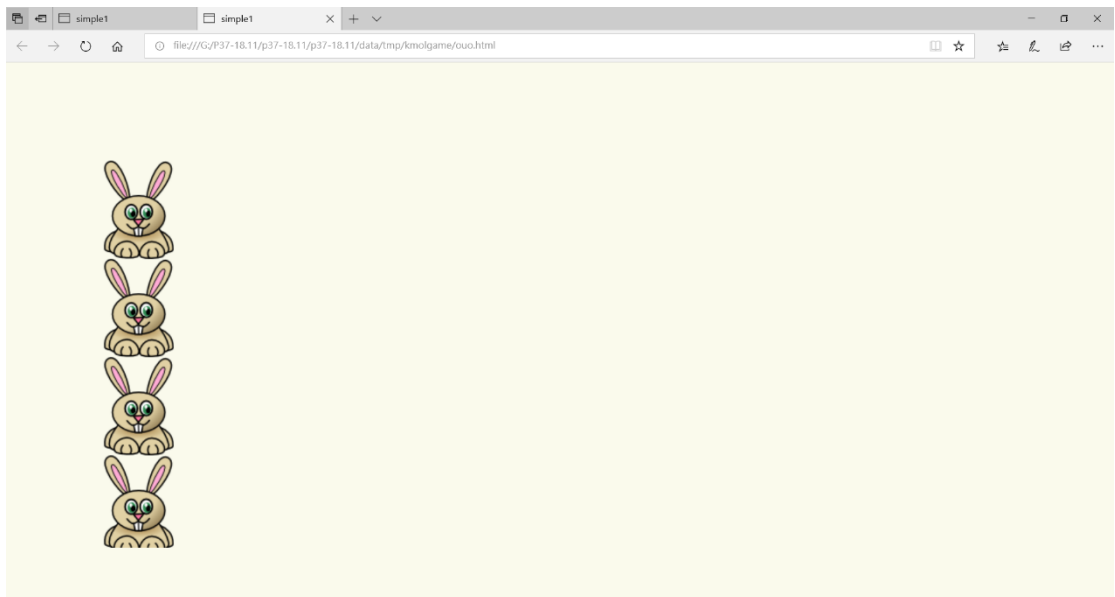
複製那行程式並在下方貼上，改個座標就能叫出第 2 隻兔子(如圖 10)
要叫出 N 個兔子也行，以此類推(如圖 11、圖 12)

```
1  @language python
2
3  # example 1
4  # 從 ggame 目錄中, 導入 App, ImageAsset 與 Sprite 模組
5  from ggame import (
6      App,
7      ImageAsset,
8      Sprite,
9      LineAsset,
10     LineStyle,
11     Color
12 )
13 # Create a displayed object at 100,100 using an image asset
14 Sprite(ImageAsset("images/bunny.png"), (100,100))
15 Sprite(ImageAsset("images/bunny.png"), (100,200))
16 # Create the app, with a default stage
17 app = App()....
18 # Run the app
19 app.run()
```

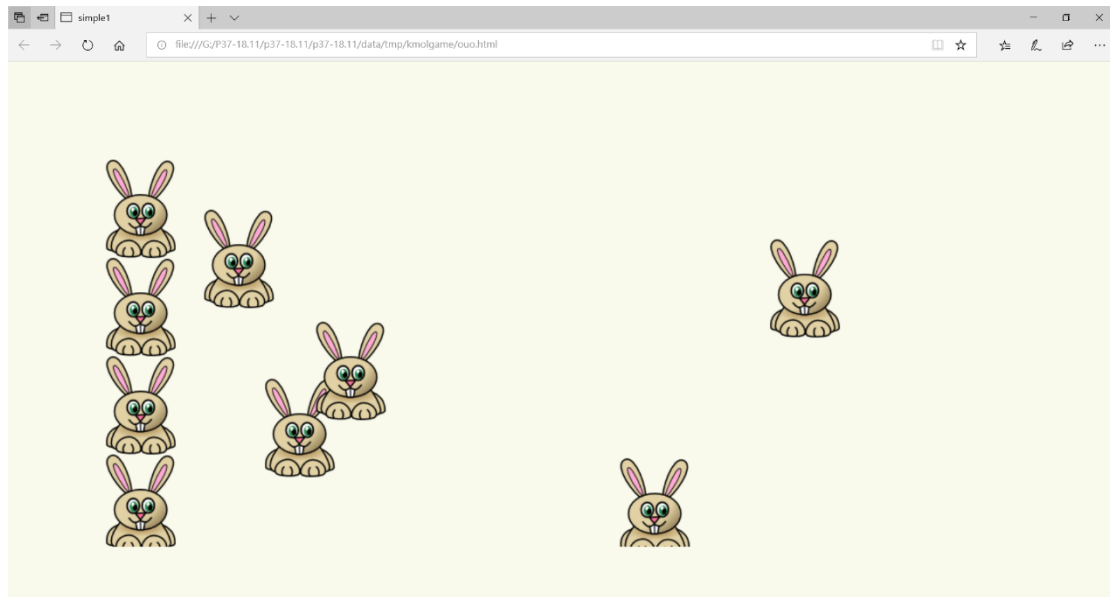
▲(圖 9)



▲(圖 10)



▲(圖 11)



▲(圖 12)

如圖 14 劃紅線的地方可以自己改圖檔，
但要注意只能用 png 檔，jpg 檔無法使用。

```

57 red = Color(0xff0000, 1.0)
58 green = Color(0x00ff00, 1.0)
59 blue = Color(0x0000ff, 1.0)
60 black = Color(0x000000, 1.0)
61
62 # Define a line style that is a thin (1 pixel) wide black line
63 thinline = LineStyle(1, black)
64 # A graphics asset that represents a rectangle
65 rectangle = RectangleAsset(50, 20, thinline, blue)
66
67 # define colors and line style
68 green = Color(0x00ff00, 1)
69 black = Color(0, 1)
70 noline = LineStyle(0, black)
71 # a rectangle asset and sprite to use as background
72 bg_asset = RectangleAsset(myapp.width, myapp.height, noline, green)
73 bg = Sprite(bg_asset, (0,0))
74
75 # Now display a rectangle
76 Sprite(rectangle)
77
78 # A ball! This is already in the ggame-tutorials repository
79 ball_asset = ImageAsset("images/orb-150545_640.png")
80 ball = Sprite(ball_asset, (0, 0))
81 # Original image is too big. Scale it to 1/10 its original size
82 ball.scale = 0.1
83 # custom attributes
84 ball.direction = 20
85 ball.go = True
86
87 myapp.run(step)
88
89

```

▲(圖 13)

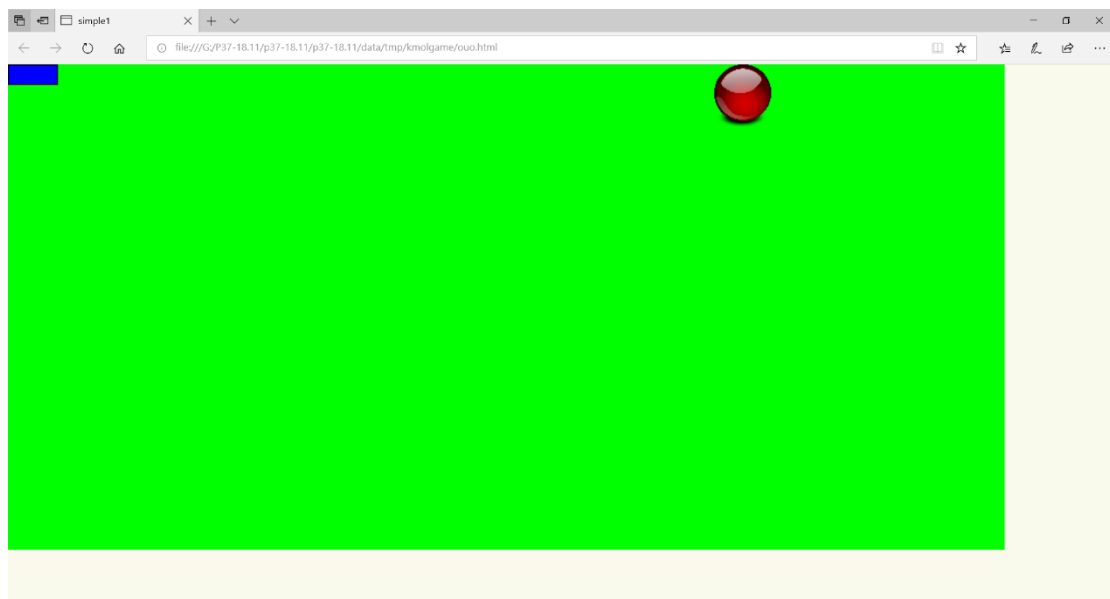
```

57 red = Color(0xff0000, 1.0)
58 green = Color(0x00ff00, 1.0)
59 blue = Color(0x0000ff, 1.0)
60 black = Color(0x000000, 1.0)
61
62 # Define a line style that is a thin (1 pixel) wide black line
63 thinline = LineStyle(1, black)
64 # A graphics asset that represents a rectangle
65 rectangle = RectangleAsset(50, 20, thinline, blue)
66
67 # define colors and line style
68 green = Color(0x00ff00, 1)
69 black = Color(0, 1)
70 noline = LineStyle(0, black)
71 # a rectangle asset and sprite to use as background
72 bg_asset = RectangleAsset(myapp.width, myapp.height, noline, green)
73 bg = Sprite(bg_asset, (0,0))
74
75 # Now display a rectangle
76 Sprite(rectangle)
77
78 # A ball! This is already in the ggame-tutorials repository
79 ball_asset = ImageAsset("images/orb-150545_640.png")
80 ball = Sprite(ball_asset, (0, 0))
81 # Original image is too big. Scale it to 1/10 its original size
82 ball.scale = 0.1
83 # custom attributes
84 ball.direction = 20
85 ball.go = True
86
87 myapp.run(step)
88
89

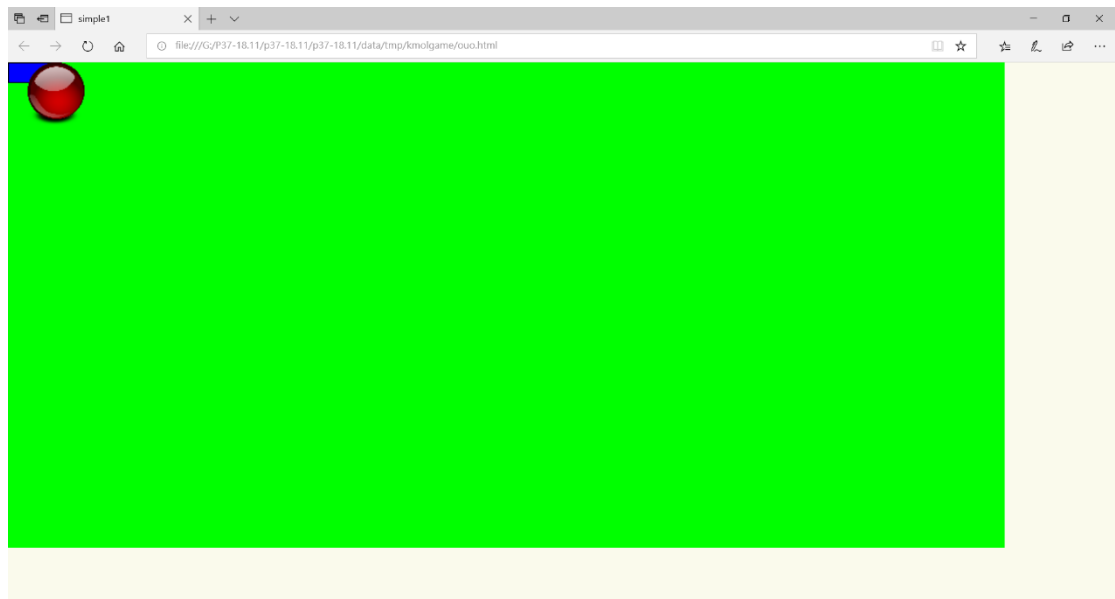
```

▲(圖 14)

再來是一顆會滾動的球，它會在綠色布幕上左右來回滾。(如圖 15、圖 16)

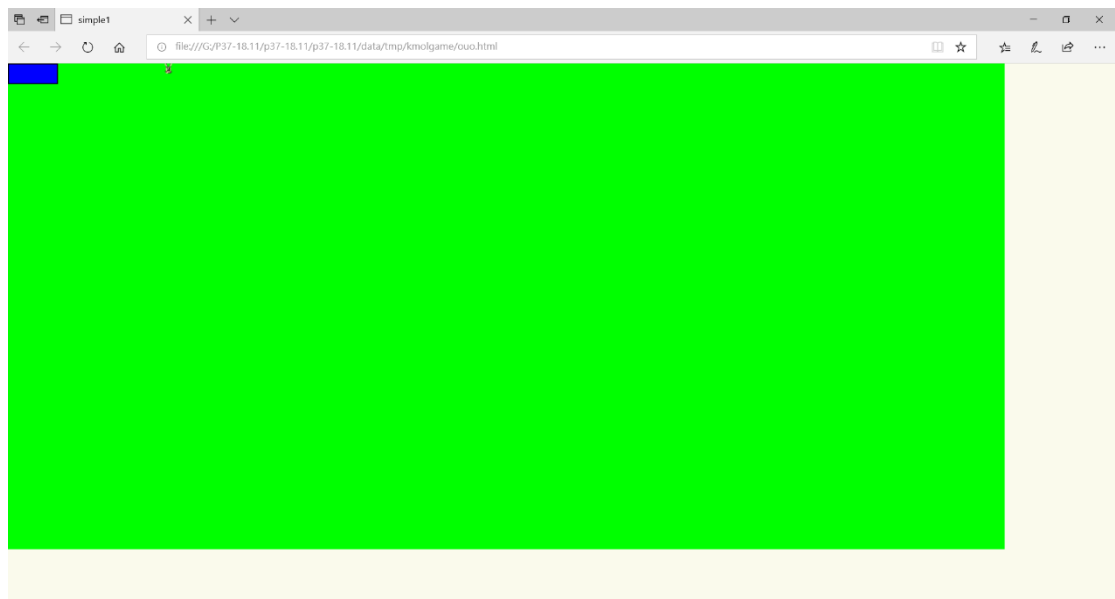


▲(圖 15)



▲(圖 16)

換成兔子會發現圖檔太小，可以用如圖 18 紅線處改大小和它移動的速度
上面那行可以改大小，下面那行可以改速度(如圖 19)



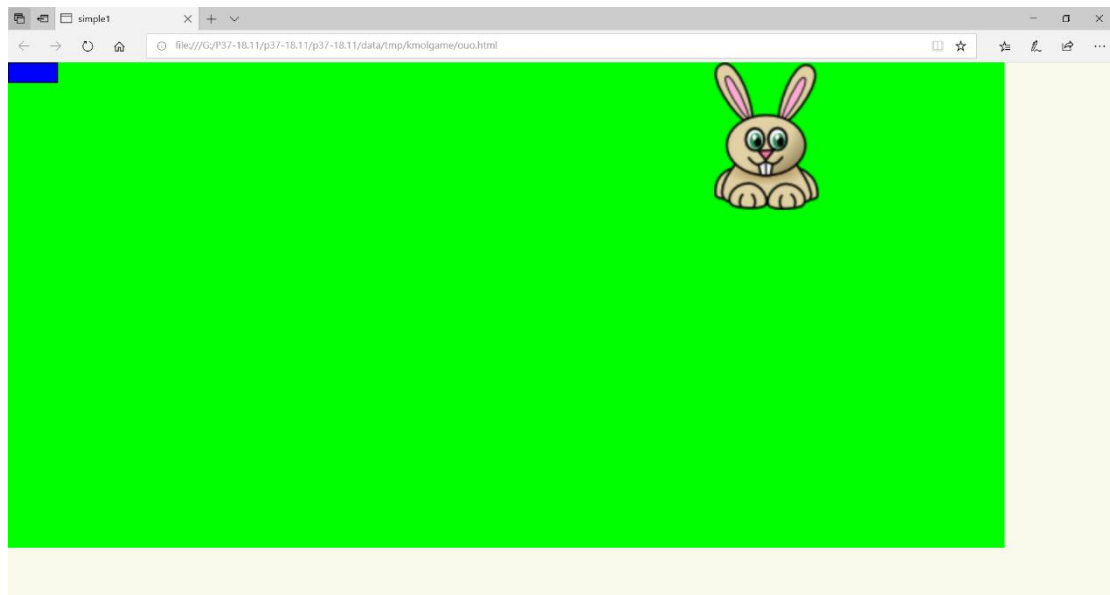
▲(圖 17)

```

57 red = Color(0xff0000, 1.0)
58 green = Color(0x00ff00, 1.0)
59 blue = Color(0x0000ff, 1.0)
60 black = Color(0x000000, 1.0)
61
62 # Define a line style that is a thin (1 pixel) wide black line
63 thinline = LineStyle(1, black)
64 # A graphics asset that represents a rectangle
65 rectangle = RectangleAsset(50, 20, thinline, blue)
66
67 # define colors and line style
68 green = Color(0x00ff00, 1)
69 black = Color(0, 1)
70 noline = LineStyle(0, black)
71 # a rectangle asset and sprite to use as background
72 bg_asset = RectangleAsset(myapp.width, myapp.height, noline, green)
73 bg = Sprite(bg_asset, (0,0))
74
75 # Now display a rectangle
76 Sprite(rectangle)
77
78 # A ball! This is already in the ggame-tutorials repository
79 ball_asset = ImageAsset("images/bunny.png")
80 ball = Sprite(ball_asset, (0, 0))
81 # Original image is too big. Scale it to 1/10 its original size
82 ball.scale = 0.1
83 # custom attributes
84 ball.direction = 200
85 ball.go = True
86
87 myapp.run(step)
88
89

```

▲(圖 18)



▲(圖 19)