Substrate

River

Web-UI-002

Rendering Kitties

https://substrate.dev/substrate-collectables-workshop/#/4/rendering-kitties



KittyCards component

https://github.com/substrate-developer-hub/substrate-collectables-workshop/raw/master/4/assets/KittyCards.zip

我们已经建立了一个自定义的组件显示小猫。



1-位置

```
substratekitties-ui/
|
+-- src/
|
+-- KittyCards/ <-- Place here
|
+-- AccountIdBond.jsx
|
```



2- import KittyCards组件

3-添加Kitty类型

gen: 'u64'

});

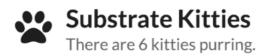
```
import { KittyCards } from './KittyCards';
<KittyCards count={runtime.substratekitties.allKittiesCount} />
```

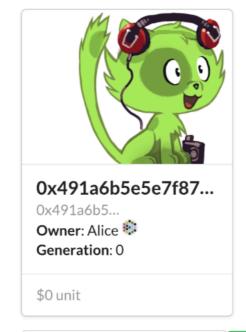


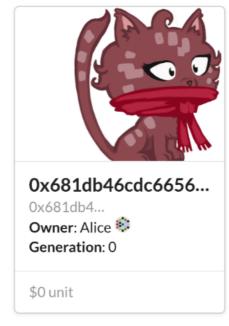
```
constructor()

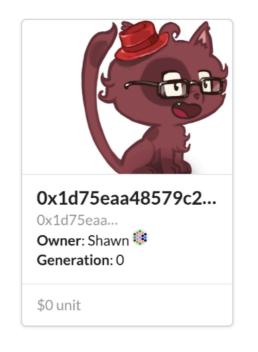
addCodecTransform('Kitty<Hash,Balance>', {
   id: 'Hash',
   dna: 'Hash',
   price: 'Balance',
```















allKittiesCount

<KittyCards count={runtime.substratekitties.allKittiesCount} />

当allKittiesCount发生变化时,我们的KittyCards组件的readyRender()部分将触发,它获取最新的计数,并循环遍历allKittiesArray()中的每一项,它将返回唯一的kitty id散列。



然后,它将kitty id Hash发送到KittyWrap组件,后者对所有者和kitty对象执行简单的查找。如果发送到KittyWrap的Hash在循环之间没有变化,那么React将直接跳过重新呈现过程。

```
class KittyWrap extends ReactiveComponent {
  constructor(props) {
     super(['hash']);
  readyRender() {
     const { hash } = this.state; // Object destructuring assignment syntax
     return (
       <KittyCard
          kitty={runtime.substratekitties.kitties(hash)}
          owner={runtime.substratekitties.kittyOwner(hash)}
       />
```

最后,KittyWrap调用KittyCard,它实际生成每张卡片的内容。



Cards Contents

KittyCard组件获取从KittyWrap传递过来的 Kitty对象和所有者,并格式化所有数据。 从上到下:

The Kitty ID
The Kitty DNA (which is the same for kitties that are gen 0)
The Kitty Owner
The Kitty Generation
The Kitty Price

```
<Card>
  <KittyAvatar dna={kitty.dna} />
  <Card.Content>
    <Card.Header>
       <Pretty
         value={kitty.id}
         className='limit-name'
      />
    </Card.Header>
    <Card.Meta>
       <Pretty
         value={kitty.dna}
         className='limit-dna'
      />
    </Card.Meta>
    <Rspan>
       <b>Owner</b>: {
         secretStore()
            .find(this.state.owner)
            .name
    </Rspan>
     
    < Identicon
       key={this.state.owner}
      account={this.state.owner}
       size={16}
    />
    <br/>
    <Rspan>
       <br/><b>Generation</b>: {kitty.gen}
    </Rspan>
    <br/>>
  </Card.Content>
  <Card.Content extra>
    <Pretty
      value={kitty.price}
      prefix="$"
    />
  </Card.Content>
</Card>;
```

Generating Kitties from DNA

在KittyCard组件中还有一个抽象层<KittyAvatar>。

如果你在"/KittyCards/avatars/index"中查找。您将看到管理kitty图像生成的最终React组件。

```
function dnaToAttributes(dna) {
  let attribute = (index, options) => dna[index] % options;

return {
    body: IMAGES.body[attribute(0, 15)],
    eyes: IMAGES.eyes[attribute(1, 15)],
    accessory: IMAGES.accessories[attribute(2, 20)],
    fur: IMAGES.fur[attribute(3, 10)],
    mouth: IMAGES.mouth[attribute(4, 10)]
  };
}
```



1- KittyCard



More...To be done

- 1- 设定Kitty的价格
- 2- 购买Kitty
- 3- 展示owner的所有Kitty
- 4- 繁殖Kitty

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Thanks