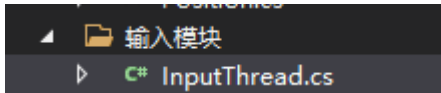


任务68：优化输入线程

主要是将输入线程单独提出来，设计为一个单例类，通过事件来跑这个线程，这样多次游戏就不会每次都开线程去处理



```
using System.Threading;

namespace 俄罗斯方块.输入模块
{
    6 个引用
    class InputThread
    {
        //线程成员变量
        Thread inputThread;

        //输入检测事件
        public event Action inputEvent;

        private static InputThread instance = new InputThread();

        1 个引用
        private InputThread()
        {
            inputThread = new Thread(InputCheck);
            inputThread.IsBackground = true;
            inputThread.Start();
        }

        3 个引用
        public static InputThread Instance
        {
            get => instance;
        }

        2 个引用
        public void InputCheck()
        {
            while (true)
            {
                inputEvent?.Invoke();
            }
        }
    }
}
```

```
//检测输入线程
//Thread inputThread;
//bool isRunning;
```

```

public GameScene()
{
    InputThread.Instance.inputEvent += CheckInputThread;
    score = 0;
    layer = 0;
    map = new Map(this);
    woker = new BlockWorker();
    //InputThread.Instance.InputCheck();
    //inputThread = new Thread(CheckInputThread);
    ////设置后台线程, 声明周期随主程序决定
    //inputThread.IsBackground = true;
    ////开启线程
    //inputThread.Start();
    //isRunning = true;
}
2 个引用
public void CheckInputThread()
{
    //while (true)

```

```

2 个引用
public void CheckInputThread()
{
    //while (true)
    //{
        if (Console.KeyAvailable)
        {

```

```

//关闭监听按键线程
1 个引用
public void StopThread()
{
    //移除监听按键事件
    InputThread.Instance.inputEvent -= CheckInputThread;
    //isRunning = false;
    //inputThread = null;
}
}

```