

VB圖形移動應用

資科系
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圖形屬性(VB6)

- Picture屬性 → 圖形檔案
- Autosize → true, false (不隨圖形變化)
- Left=Top=0
- Width=2052 , Height=2052

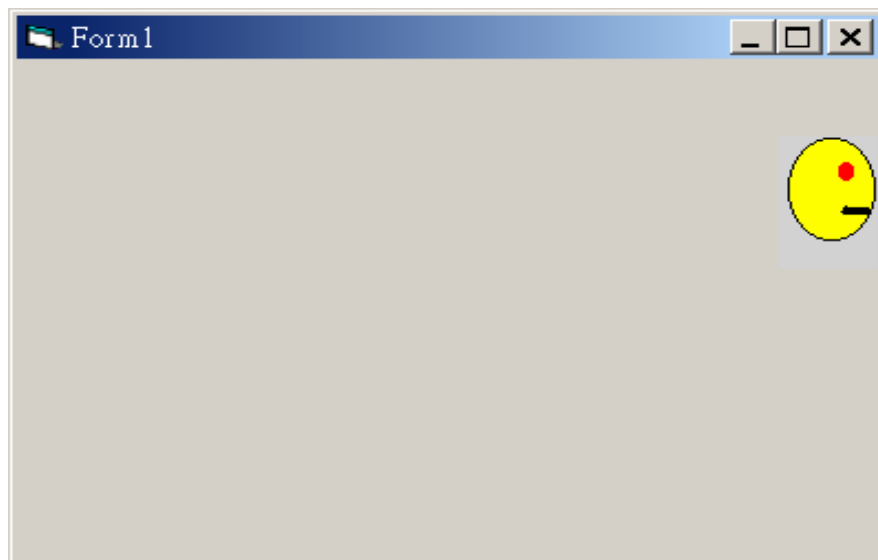
- Form1執行時視窗
 - Left=Top=0
 - Width , Height

視窗屬性(VB.NET)

- 使用事件：Form1_Load、Form1_KeyDown、Form1_Paint
- 視窗大小：Me.Size.Width、Me.Size.Height
- 圖形大小：bb.Size.Width、bb.Size.Height
(bb為圖形變數)

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執行結果



針對圖形的動作(VB6)

- 圖形之Keydown事件
 - KeyCode = 37 → left
 - KeyCode = 39 → right
 - KeyCode = 38 → up
 - KeyCode = 40 → down

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針對視窗的動作(VB.NET)

- 視窗之Keydown事件
 - e.KeyCode = Keys.Left → left
 - e.KeyCode = Keys.Right → right
 - e.KeyCode = Keys.Up → up
 - e.KeyCode = Keys.Down → down

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針對圖形的動作(VB6)

```
If KeyCode = 37 Then ' left
  P1.Left = P1.Left - 30
  If P1.Left + P1.Width < 0 Then P1.Left = F1.Width
End If
If KeyCode = 39 Then ' right
  P1.Left = P1.Left + 30
  If P1.Left > F1.Width Then P1.Left = -P1.Width
End If
If KeyCode = 38 Then ' top
  P1.Top = P1.Top - 30
  If P1.Top + P1.Height < 0 Then P1.Top = F1.Height
End If
If KeyCode = 40 Then ' down
  P1.Top = P1.Top + 30
  If P1.Top > F1.Height Then P1.Top = -P1.Height
End If
```

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針對圖形的動作(VB.NET)

```
If e.KeyCode = Keys.Right Then
  posX += 5: Me.Refresh()
  If posX > Me.Size.Width Then
    posX = - bb.Size.Width
  End If
End If
```

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針對圖形的動作(VB.NET)

```
If e.KeyCode = Keys.Left Then
    posx -= 5 : Me.Refresh()
    If posx + bb.Size.Width < 0 Then
        posx = Me.Size.Width
    End If
End If
```

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針對圖形的動作(VB.NET)

```
If e.KeyCode = Keys.up Then
    posy -= 5: Me.Refresh()
    If posy + bb.Size.Height < 1 Then
        posy = Me.Size.Height
    End If
End If
```

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針對圖形的動作(VB.NET)

```
If e.KeyCode = Keys.down Then  
    posy += 5: Me.Refresh()  
    If posy > Me.Size.Height Then  
        posy = - bb.Size.Height  
    End If  
End If
```

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圖形變化

- 依圖形上的控制鍵，製作12張圖以茲變化

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針對圖形的動作程式的變化(VB6)

```
If KeyCode = 37 Then ' left
    P1.Left = P1.Left - 30
    If P1.Left + P1.Width < 0 Then P1.Left = F1.Width
    num = (num + 1) Mod 3 + 3
    P1.Picture = LoadPicture("d:\big" & num & ".bmp")
End If
If KeyCode = 39 Then ' right
    P1.Left = P1.Left + 30
    If P1.Left > F1.Width Then P1.Left = -P1.Width
    num = (num + 1) Mod 3
    P1.Picture = LoadPicture("d:\big" & num & ".bmp")
End If
```

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針對圖形的動作程式的變化(VB6)

```
If KeyCode = 38 Then ' top
    P1.Top = P1.Top - 30
    If P1.Top + P1.Height < 0 Then P1.Top =
        F1.Height
End If
If KeyCode = 40 Then ' down
    P1.Top = P1.Top + 30
    If P1.Top > F1.Height Then P1.Top = -P1.Height
End If
```

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針對圖形的動作程式的變化(VB.NET)

```
If e.KeyCode = Keys.Right Then
    pn = (pn + 1) Mod 3
    bb = New Bitmap(pa & "big" & pn & ".bmp")
    posx += 5 : Me.Refresh()
    If posx > Me.Size.Width Then posx = - bb.Size.Width
End If

If e.KeyCode = Keys.Left Then
    pn = (pn + 1) Mod 3 + 3
    bb = New Bitmap(pa & "big" & pn & ".bmp")
    posx -= 5 : Me.Refresh()
    If posx + bb.Size.Width < 0 Then
        posx = Me.Size.Width
    end if
End If
```

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針對圖形的動作程式的變化(VB.NET)

```
If e.KeyCode = Keys.Down Then
    pn = (pn + 1) Mod 3 + 6
    bb = New Bitmap(pa & "big" & pn & ".bmp")
    posy += 5 : Me.Refresh()
    If posy > Me.Size.height Then posy = - bb.Size.height
End If

If e.KeyCode = Keys.Up Then
    pn = (pn + 1) Mod 3 + 9
    bb = New Bitmap(pa & "big" & pn & ".bmp")
    posy -= 5 : Me.Refresh()
    If posy + bb.Size.hieght < 1 Then
        posy = Me.Size.height
    End If
End If
```

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Form_Load要做的事(VB.NET)

```
Dim pa As String = "d:\vb11\  
Dim bb As Bitmap  
Dim posx, posy As Integer  
Dim pn As Integer = 0  
Private Sub Form1_Load(ByVal sender As  
System.Object, ByVal e As System.EventArgs) Handles  
MyBase.Load  
    bb = New Bitmap(pa & "big" & pn & ".bmp")  
    posx = 20 : posy = 20  
    dire = 0  
End Sub
```

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Form_Paint要做的事(VB.NET)

```
Private Sub Form1_Paint(ByVal sender As  
Object, ByVal e As  
System.Windows.Forms.PaintEventArgs)  
Handles MyBase.Paint  
    Dim g As Graphics = e.Graphics  
    g.DrawImage(bb, posx, posy)  
End Sub
```

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