

Made with GameMaker: Studio

- Sprites
 - sp_player
- Sounds
- Backgrounds
- Paths
- Scripts
- Shaders
- Fonts
- Time Lines
- Objects
 - ob_player
- Rooms
 - room0
- Included Files
- Extensions
- Macros
- G... ion
- G... al Gam... ettin



Перемещение персонажа

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- Game Information
- Global Game Settings

Для этого урока нам понадобится:

спрайт игрока

объект

- Sprites
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- Macros
- Game Information
- Global Game Settings

Object Properties: ob_player

Name: ob_player

Sprite: sp_player

Visible Solid

Persistent Uses Physics

Depth: 0

Parent: <no parent>

Mask: <same as sprite>

Children: <None>

Show Information

OK

Events:

Add Event

Delete

Change

Actions:

Move

Jump

Paths

Steps

move main1 main2 control score extra draw

Выберем для объекта спрайт игрока

Создадим событие Keyboard - Left

Object Properties: ob_player

Name: ob_player

Sprite: sp_player

Visible Solid

Persistent Uses Physics

Depth: 0

Parent: <no parent>

Mask: <same as sprite>

Children: <None>

Show Information

OK

Delete

Choose the Event to ...

| | |
|-----------|--------------|
| Create | Mouse |
| Destroy | Other |
| Alarm | Draw |
| Step | Key Press |
| Collision | Key Release |
| Keyboard | Asynchronous |

<Left>

<Right>

<Up>

<Down>

<Ctrl>

<Alt>

<Shift>

<Space>

<Enter>

Keypad ▶

Digits ▶

Letters ▶

Function keys ▶

Others ▶

<No key>

Move

main1

main2

control

score

extra

draw

Steps

Search For Resources...

 Whole Word Only Filter Tree

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Event: ob_player_<Left>_1

Applies To: Self Other Object

action

```
1 | x -= 4
```

1/1: 5 INS Modified 10 pt

OK Delete Change

Knowledge Base:

Questions

Other

Code

Variables

move main1 main2 control score extra draw

В нем напишем:
x -= скорость
(в пикселях за шаг)

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Создадим событие keyboard - Right

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 - Global Game Settings

Object Properties: ob_player

Name: ob_player

Sprite: sp_player

Visible: Solid: Persistent: Uses Physics:

Depth: 0

Parent: <no parent>

Mask: <same as sprite>

Children: <None>

Show Information

OK

Events: <Left>

Actions: Execute a piece of code

Choose the Event to ...

| | |
|-----------|--------------|
| Create | Mouse |
| Destroy | Other |
| Alarm | Draw |
| Step | Key Press |
| Collision | Key Release |
| Keyboard | Asynchronous |

- <Left>
- <Right>**
- <Up>
- <Down>
- <Ctrl>
- <Alt>
- <Shift>
- <Space>
- <Enter>
- Keypad
- Digits
- Letters
- Function keys
- Others
- <No key>

```
action  
1 x+=4
```

Questions

Other

Code

Variables

move main1 main2 control score extra draw

В нем напишем:
x+=скорость
(в пикселях за шаг)

Создадим событие keyboard - Up

Object Properties: ob_player

Name: ob_player

Sprite: sp_player

Visible: Solid:
Persistent: Uses Physics:

Depth: 0

Parent: <no parent>

Mask: <same as sprite>

Children: <None>

Show Information

OK

Events:

- <Left>
- <Right>

Actions:

- Execute a piece of code

Choose the Event to ...

- Create
- Destroy
- Alarm
- Step
- Collision
- Keyboard
- Mouse
- Other
- Draw
- Key Press
- Key Release

<Left>
<Right>
<Up>
<Down>
<Ctrl>
<Alt>
<Shift>
<Space>
<Enter>
Keypad
Digits
Letters
Function keys
Others
<No key>
<Any key>

Search For Resources...

 Whole Word Only Filter Tree

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Next

Event: ob_player_<Up>_1

Applies To: Self Other Object

action

```
1 y--=4
```

1/1: 5 INS Modified 10 pt

OK Delete Change

Knowledge Base:

Questions

Other

Code

Variables

move main1 main2 control score extra draw

В нем напишем:
y-=скорость
(в пикселях за шаг)

Search For Resources...

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СОЗДАДИМ СОБЫТИЕ keyboard - Down

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Object Properties: ob_player

Name: ob_player

Sprite: sp_player

Visible: Solid: Persistent: Uses Physics:

Depth: 0

Parent: <no parent>

Mask: <same as sprite>

Children: <None>

Show Information

OK

Events:

- <Left>
- <Up>
- <Right>

Actions:

- Execute a piece of code

Choose the Event to ...

- Create
- Destroy
- Alarm
- Step
- Collision
- Key Press
- Key Release
- Mouse
- Other
- Draw
- Key Press
- Key Release
- Asynchronous

<Left>

<Right>

<Up>

<Down>

<Ctrl>

<Alt>

<Shift>

<Space>

<Enter>

Keypad

Digits

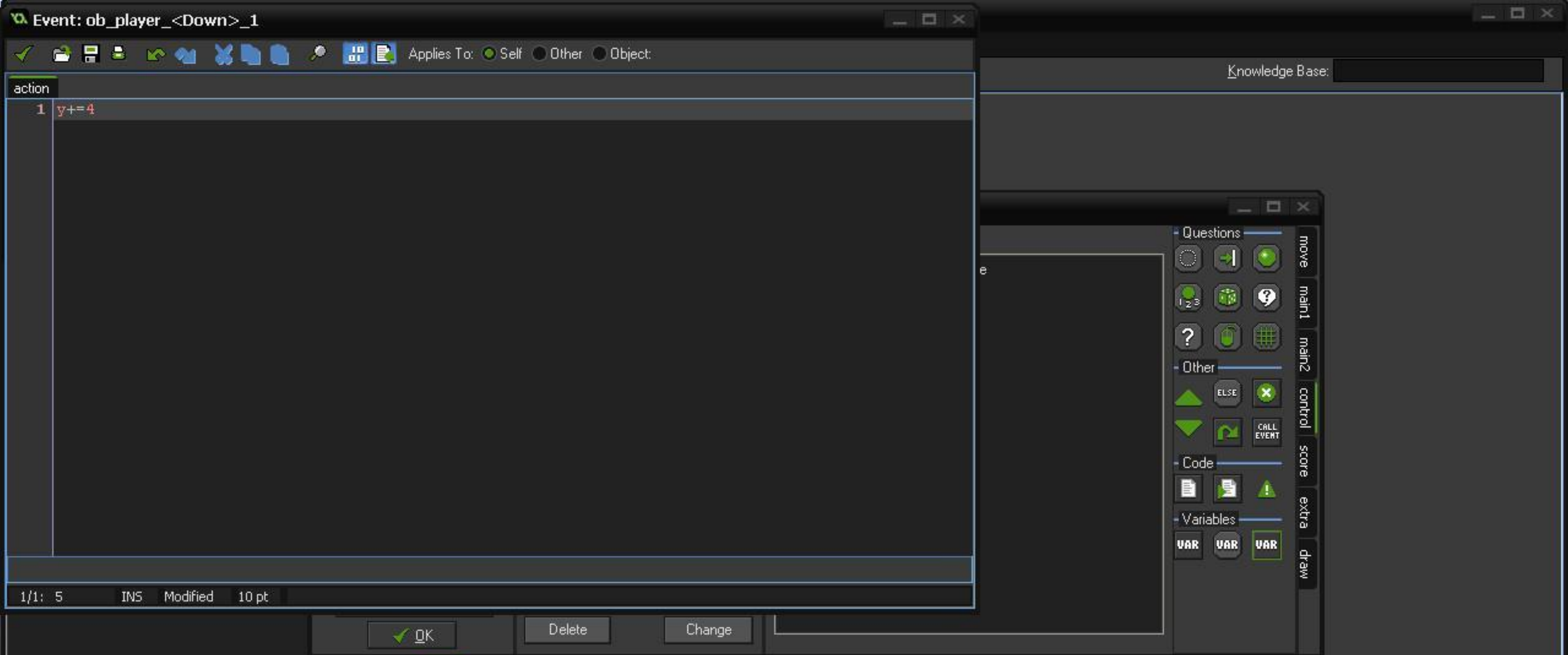
Letters

Function keys

Others

<No key>

<Any key>



В нем напишем:
y+=скорость
(в пикселях за шаг)

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Name: ob_player

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Visible Solid

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Depth: 0

Parent: <no parent>

Mask: <same as sprite>

Children: <None>

Show Information

OK

Events:

- <Left>
- <Up>
- <Right>
- <Down>

Actions:

- Execute a piece of code

Questions

Other

Code

Variables

move main1 main2 control score extra draw

Сохраним объект

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Создадим комнату

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Room Properties: room0

Snap X: 32 Snap Y: 32

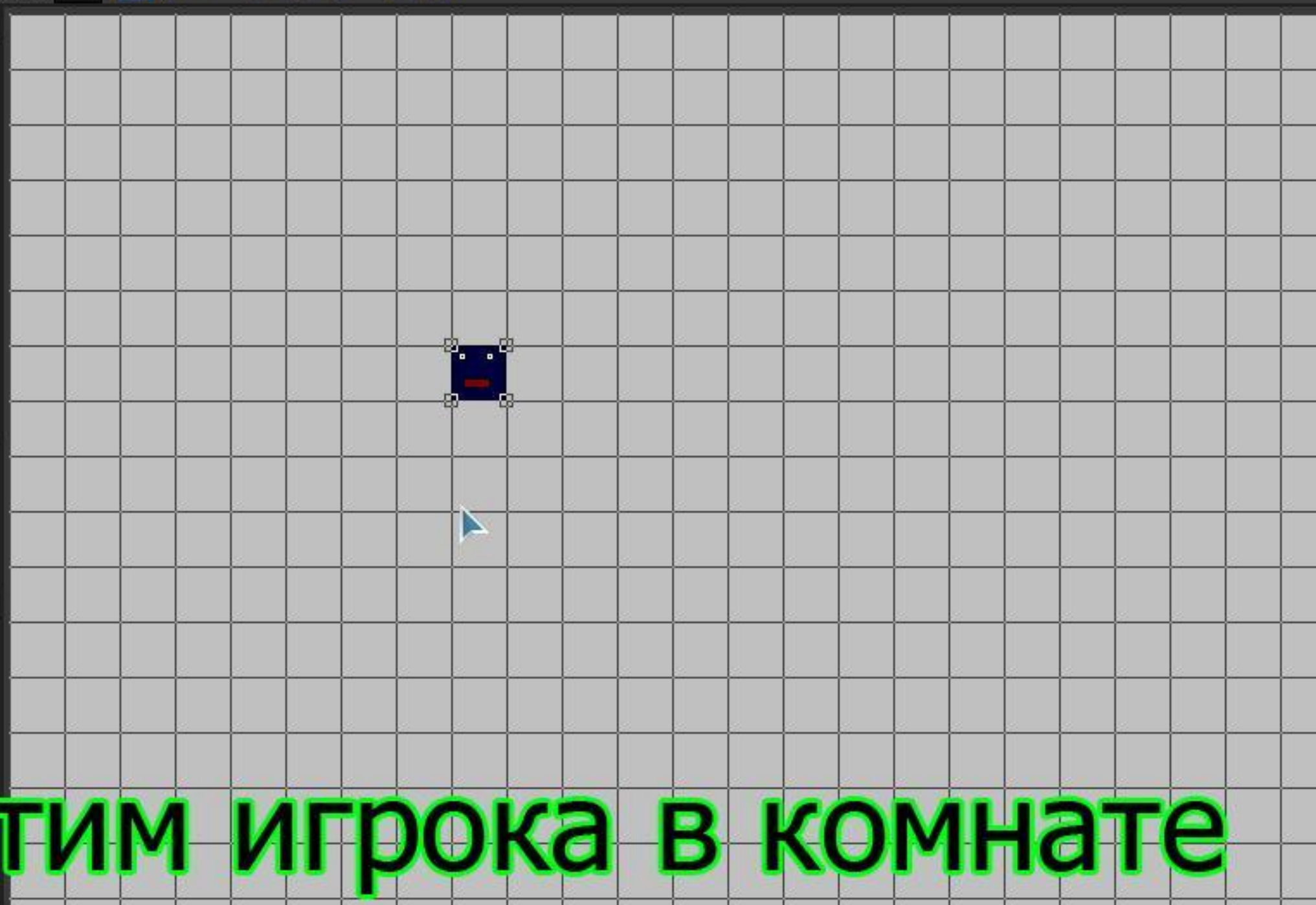
backgrounds views physics
objects settings tiles



Position X: 256 Y: 192 Rotation: 0.00
Scale X: 1.00 Y: 1.00 Alpha: 255
Flip X Flip Y Colour:

Object to add with left mouse:
 

Delete underlying



Разместим игрока в комнате

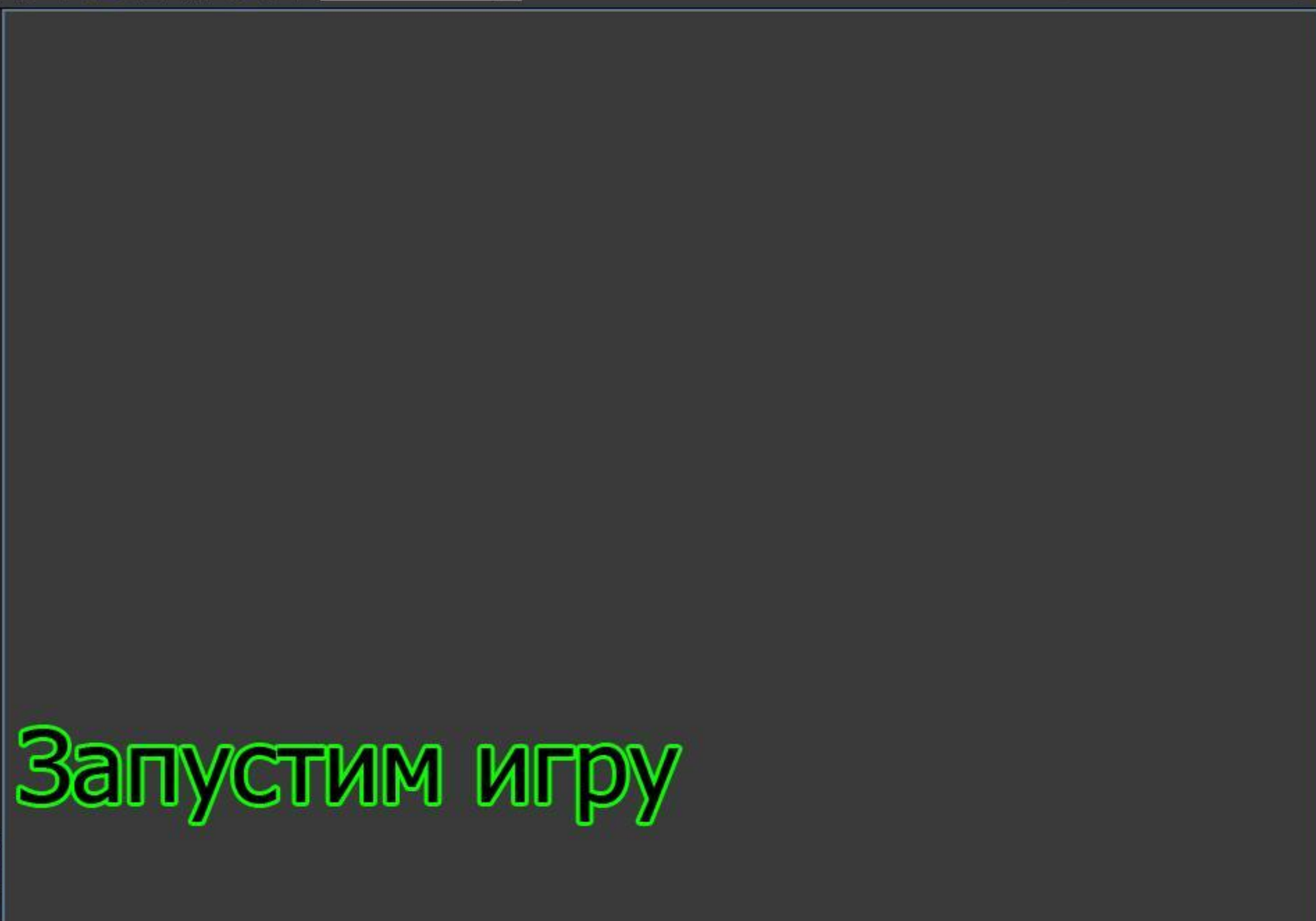
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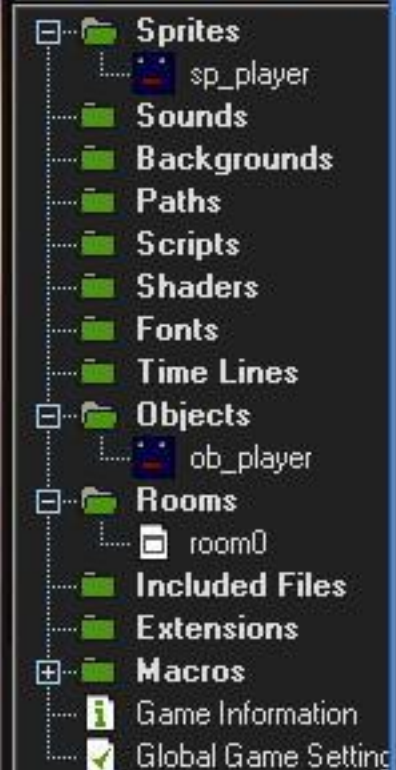
x: 256 y: 256

Press C to highlight objects with creation code

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Запустим игру



Теперь при нажатии или удержании
кнопок на клавиатуре игрок будет
двигаться в заданном направлении
с заданной скоростью