

DAFTAR PUSTAKA

- [WAY 02] Wayne S. Freeze, “Windows® Game Programming With Visual Basic® and DirectX™”, Indianapolis, Indiana, 2002.
- [JON 02] Jonathan S. Harbour & Andre La Mothe, “Microsoft Visual Basic Game Programming with DirectX”, by Premier Press, Inc., United States of America, 2002.
- [WIL 97] William Stallings, “Data and Computer Communications, Computer Networks”, Fifth Edition, Prentice Hall 1997.
- [MIC 01] Michael Halvorson, “Microsoft Visual Basic 6.0 Professional Step by Step”, by PT. Elex Media Komputindo, Second Edition, Jakarta, 2001.

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    InitShapeSf tkSpeaker(1), AppPath & "\\Image\\Speaker1.bmp",
601, 288
    InitShapeSf tkSpeaker(2), AppPath & "\\Image\\Speaker2.bmp",
601, 288

    Level = 1
    GameGambar = True
    BikinSoal

    JlhClip = 60
    InitShapeSf tkClip, AppPath & "\\Image\\a" & Random(1, JlhClip)
& ".bmp", 573, 61

    frmMain.PlayMusic "Music" & Random(1, 2) & ".mp3"

    Do While StateBlt
        CekModeAktif
        CekInputMosKey
        blt
        DoEvents
    Loop

    StateBlt = True

    Exit Sub
ErrOut:
    Resume Next
End Sub

Private Sub blt()
    On Local Error GoTo ErrOut
    bltShape tkLatar
    bltShape tkGame
    bltShape tkLukisan
    bltShape tkMovie(IdMovie), , True
    bltShape tkSpeaker(IdSpeaker), , True
    bltShape tkPad, , True
    ClipMovie
    LevelAndJenisGame

    Select Case Urut
    Case 0 'klik kartu pertama
        For i = 1 To UBound(tkKartu)
            If CekPosPointerOnShape(tkKartu(i)) And Not
DataKartu(i).Tampil And AdaKlikPointer Then
                If GameGambar Then
                    PlaySoundFX AppPath & "\\Sound\\kena.WAV"
                Else
                    PlaySoundFX AppPath & "\\Sound\\efek" &
DataKartu(i).Nilai & ".WAV"
                End If
                DataKartu(i).Tampil = True
                NilaiPertama = DataKartu(i).Nilai
                KartuPertama = i
                Urut = 1
                Exit For
            End If
        Next i
    Case 1 'klik kartu kedua
        For i = 1 To UBound(tkKartu)
            If CekPosPointerOnShape(tkKartu(i)) And Not
DataKartu(i).Tampil And AdaKlikPointer Then

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DoEvents
Randomize

InisialDirectX_Draw
InisialDirectX_Audio
InisialDirectX_Input
InisialDirect_Show

Me.Show
Me.SetFocus
rRect.Right = 800
rRect.Bottom = 600

DoEvents

DIDev.Acquire
DIMos.Acquire

Exit Sub
ErrOut:
    Keluarkan Me
End Sub

Private Sub InisialDirectX_Draw()
    Dim DisplayModesEnum As DirectDrawEnumModes
    Dim ddsdDisplayMode As DDSURFACEDESC2
    Dim i As Integer
    Dim bSyaratDisplayOK As Boolean

    On Local Error GoTo ErrOut

    Set ObjDD = ObjDX.DirectDrawCreate("")

    Set DisplayModesEnum = ObjDD.GetDisplayModesEnum(0,
    ddsdDisplayMode)
    For i = 1 To DisplayModesEnum.GetCount
        DisplayModesEnum.GetItem i, ddsdDisplayMode
        If ddsdDisplayMode.lWidth = 800 And
        ddsdDisplayMode.lHeight = 600 And
        ddsdDisplayMode.ddpfPixelFormat.lRGBBitCount = 16 Then
            bSyaratDisplayOK = True
            Exit For
        End If
    Next i

    If Not bSyaratDisplayOK Then
        MsgBox "Konfigurasi Video Card anda tidak memenuhi
        syarat," & Chr(13) &
        "Minimum 800 x 600 - 16 bit Color. Cek / update
        drivernya atau hubungi penjual komputer anda", vbOKOnly, "Video
        Error"
        Keluarkan Me
    End If

    ObjDD.SetCooperativeLevel Me.hWnd, DDSCL_FULLSCREEN Or
    DDSCL_ALLOWMODEX Or DDSCL_EXCLUSIVE
    ObjDD.SetDisplayMode 800, 600, 16, 0, DDSDM_DEFAULT

    ddsdPrimary.lFlags = DDSD_CAPS Or DDSD_BACKBUFFERCOUNT
    If Not GetSystemIsXP Then

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        End If
        .PosX = 800 - .rRect.Right
    End If
End If

If .PosX < 0 Then
    .rRect.Left = .rRect.Left - .PosX
    .PosX = 0
End If

If .PosY + .ddSurfaceDescribe.lHeight > 599 Then
    .rRect.Bottom = .rRect.Bottom - (.PosY +
.ddSurfaceDescribe.lHeight - 600)
    If S_Height <> 0 Then
        If .rRect.Bottom <= .ddSurfaceDescribe.lHeight
/ S_Height Then
            .rRect.Bottom = .ddSurfaceDescribe.lHeight
/ S_Height
        End If
        .PosY = 600 - .rRect.Bottom
    End If
End If

If .PosY < 0 Then
    .rRect.Top = .rRect.Top - .PosY
    .PosY = 0
End If
End If

If UseMask Then
    If .bVisible Then ssva1 = BackBuffer.BltFast(.PosX,
.PosY, .DDSurface, .rRect, DDBLTFAST_WAIT Or
DDBLTFAST_SRCCOLORKEY)
    Else
        If .bVisible Then ssva1 = BackBuffer.BltFast(.PosX,
.PosY, .DDSurface, .rRect, DDBLTFAST_WAIT)
    End If

    .PosX = PosXPrv1
    .PosY = PosYPrv1
End With
End Sub

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Public Function CekPosPointerOnShape(sfSurface As ShapeSurface) As
Boolean
    With sfSurface
        If (MosX >= .PosX) And (MosX < (.PosX +
.ddSurfaceDescribe.lWidth)) And (MosY >= .PosY) And (MosY < (.PosY
+ .ddSurfaceDescribe.lHeight)) Then
            Dim hdc As Long
            hdc = .DDSurface.GetDC
            clrlock = GetPixel(hdc, MosX - .PosX, MosY - .PosY)
            .DDSurface.ReleaseDC hdc

            If clrlock <> 0 Then
                CekPosPointerOnShape = True
            Else
                CekPosPointerOnShape = False
            End If
        Else
            CekPosPointerOnShape = False
        End If
    End With
End Function

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