Subject: Re: READ issue

Posted by Lasse Clausen on Sun, 25 Feb 2007 12:22:10 GMT

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Ingenious!

With the new window approach, think of all the possibilities...

I'll ditch my PhD and start a company writing games for mobile phones entirely in IDL. First up: port "asciijump" (http://otak.k-k.pl/asciijump/gallery.php).

Thanks for the input! Lasse

```
On 24 Feb, 06:10, andrew.c...@dsto.defence.gov.au wrote:
> I...@lbnc.de wrote:
>> Hi there.
>> I created a game using IDL. The idea is that a horse runs along and as
>> fences come up, the user has to press "enter" for the horse to jump
>> over it. The program advances the fence up to the point where it is
>> directly in front of the horse. Then the READ procedure is use to wait
>> for the user input. Once that is entered the horse runs along until
>> the next fence comes up.
>> However, if I press enter *before* the READ procedure is called, the
>> keyboard input is (aparently) kept in the buffer and directly passed
>> to the READ routine once is *is* called. This is clearly biasing the
>> time of the run. Is there a way to avoid this?
>
> Hi.
  Why not put your horsey in a graphics window like this?
> Andrew C.
  pro the_race1, test=test, fences=fences
>
>
> device,decomp=0
 window,xs=400,ys=100
>
> length = 40
> dist = 20
> h offset = 15
> h len = 8
> dummy_input = "
> started = 0
> if not(keyword set(fences)) then fences = 8
```

```
>
> horse = make_array(3, 4, /string, value=' ')
> horse[0,0] = '
> horse[1,0] = ' ===/ '
> horse[2,0] = '_/__\__'
>
> horse[0,1] = '
> horse[1,1] = ' ===/ '
> horse[2,1] = '__\_/___
>
> horse[0,2] = '
> horse[1,2] = '__===/_
> horse[2,2] = '_
>
> horse[0,3] = '
> horse[1,3] = ' ===/ '
> horse[2,3] = '__|__|_
>
  if keyword_set(test) then begin
     print, strjoin(replicate('i', length),")
>
     print, strjoin(replicate('i', length),")
>
     print, strjoin(replicate('i', length),")
>
     return
>
> endif
>
> world = make_array(3,length, /string, value=' ')
> world[2,0:length-2] = ' '
> world[2,length-1] = '|'
> act fence = 1
> top_str = strjoin(reform(world[0,*]), ")
> mid_str = strjoin(reform(world[1,*]), ")
  bas_str = strjoin(reform(world[2,*]), ")
>
> hip = 0
  dist_count = dist
>
  while started It 3 do begin
>
     world[0,h offset:h offset+h len-1] =
>
  strmid(horse[0,3],indgen(h_len), 1)
     world[1,h_offset:h_offset+h_len-1] =
>
  strmid(horse[1,3],indgen(h_len), 1)
     world[2,h_offset:h_offset+h_len-1] =
  strmid(horse[2,3],indgen(h_len), 1)
>
>
     if started eq 0 then begin
>
```

```
sstr = 'Ready...'
>
     endif else if started eq 1 then begin
>
       sstr = 'Steady...'
>
     endif else if started eq 2 then begin
>
       sstr = 'Go!
>
     endif
>
>
    ; Try for a beep rather than words for countdown?
>
     sstr = string(7B)
>
>
     world[0,2:2+strlen(sstr)-1] = strmid(sstr, indgen(strlen(sstr)),1)
>
>
     top_str = strjoin(reform(world[0,*]), ")
>
     mid_str = strjoin(reform(world[1,*]), ")
>
     bas_str = strjoin(reform(world[2,*]), ")
>
>
     print, top_str
     print, mid_str
>
     print, bas str
>
     print, ", format='(a,$)'
>
  ; Draw horsey in white
>
>
     xyouts,0.5,0.4,align=0.5, top_str,color = !P.Color
>
     xyouts,0.5,0.3,align=0.5, mid_str,color = !P.Color
>
     xyouts,0.5,0.2,align=0.5, bas_str,color = !P.Color
>
>
    ;;; print, ", format='(a,$)'
>
>
     if started eq 2 then break
>
     wait, randomu(systime)*3
>
>
     started = started+1
>
> endwhile
>
> stime = systime(/seconds)
> atime = systime(/seconds)
> while act_fence le fences do begin
>
     ; print time
>
     etime = atime-stime
>
     etime_str = string(etime, format='(F7.3)')
>
     world[0,length-7:length-1] = strmid(etime_str, indgen(7), 1)
>
>
     ; find fences
>
     bas_bak = strjoin(reform(world[2,*]), ")
>
     npos = -1
```

```
pos = 0
>
     pos = strpos(bas bak, '|')
>
     while pos ne -1 do begin
>
       if npos[0] eq -1 then $
>
          npos = pos $
>
       else $
>
          npos = [npos, pos]
>
       pos = strpos(bas_bak, '|', pos+1)
>
     endwhile
>
>
>
     sinds = where(npos ge h_offset+1 and npos lt h_offset+h_len-2)
     if sinds[0] ne -1 then hip=2
>
     if hip eq 2 and sinds[0] eq -1 then hip=0
>
>
     world[0,h_offset:h_offset+h_len-1] =
  strmid(horse[0,hip],indgen(h_len), 1)
>
     world[1,h offset:h offset+h len-1] =
>
  strmid(horse[1,hip],indgen(h_len), 1)
     world[2,h_offset:h_offset+h_len-1] =
>
  strmid(horse[2,hip],indgen(h_len), 1)
>
     ; replace fences
>
     if npos[0] ne -1 then begin
>
       for i=0, n_elements(npos)-1 do begin
>
          world[2, npos] = ||
>
       endfor
>
     endif
>
>
 ; Draw previous horsey in black to make him vanish
>
     xyouts, 0.5, 0.4, align=0.5, top str, color = !P.background
>
     xyouts,0.5,0.3,align=0.5, mid_str,color = !P.background
>
     xyouts,0.5,0.2,align=0.5, bas_str,color = !P.background
>
>
     top_str = strjoin(reform(world[0,*]), ")
>
     mid str = strjoin(reform(world[1,*]), ")
>
     bas_str = strjoin(reform(world[2,*]), ")
>
>
     print, top_str
>
     print, mid str
>
     print, bas str
>
> ; Draw new horsey in white
>
     xyouts,0.5,0.4,align=0.5, top_str,color = !P.Color
>
     xyouts,0.5,0.3,align=0.5, mid_str,color = !P.Color
>
     xyouts,0.5,0.2,align=0.5, bas_str,color = !P.Color
>
>
```

```
oinds = where(npos eq h_offset+h_len-2)
>
     if oinds[0] ne -1 then begin
>
       read, ", dummy_input
>
     endif else $
>
       print, ", format='(a,$)'
>
>
     ; move the world!
>
     world[2,^*] = shift(world[2,^*], -1)
>
>
     ; fill up end
>
     dist_count = dist_count - 1
>
     if dist count eq 0 then begin
>
       world[2,length-1] = '|'
>
       act_fence = act_fence + 1
>
       dist_count = dist
>
       if act_fence eq fences then begin
>
          dist count = dist-2
>
          world[2,length-1] = 'G'
>
       endif
>
     endif else begin
>
       world[2,length-1] = '_'
>
     endelse
>
     ; change horse
>
     if hip eq 0 then hip=1 else hip=0
>
     atime = systime(/seconds)
>
     wait, .1
>
> endwhile
> end
```