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:
> l...@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 lt 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
```