
Subject: Re: READ issue

Posted by [Andrew Cool](#) on Sat, 24 Feb 2007 06:10:32 GMT

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lasse@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(ssstr, indgen(strlen(ssstr)),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
```
