
Subject: Re: IDLPong, a Pong game in IDL.

Posted by [Michael Galloy](#) on Fri, 19 Nov 2010 14:23:31 GMT

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On 11/18/10 5:35 pm, SonicKenking wrote:

> On Nov 19, 6:03 am, Michael Galloy<mgal...@gmail.com> wrote:

>> On 11/17/10 11:53 PM, SonicKenking wrote:

>>

>>

>>

>>> Download the source code here

>>> <http://mispms2.googlecode.com/files/idlpong.pro>

>>

>>> A simple Pong game for you to take some time off the work and relax.

>>> It is written by using direct graphics. So should be easy to get it

>>> running on all platforms, though I only tested it on Linux and

>>> Windows.

>>

>>> Game play directions:

>>> * Select a difficulty level to start the game at the main menu.

>>> * Left click to serve the ball. Move the cursor inside the game window

>>> to move the bat. Right click to pause. Middle button or pressing both

>>> left and right buttons to return to the main menu.

>>

>>> If you have any suggestions, comments or complaints, please do let me

>>> know. :) I plan to add some more stuff in the game. So if you look

>>> into the code, you'll find some dummy variables defined but not used.

>>

>>> Special thanks to:

>>

>>> David (coyote) for your excellent IDL book, program and website. I

>>> copied the filled circle user defined symbol from symcat.pro as the

>>> ball in the game. The device copy advice from the book is also well

>>> taken.

>>

>>> Michael Galloy for your life-changing IDLDoc package.

>>

>>> munku for inspiring me to write this game with his avalanche game.

>>

>> Awesome!

>>

>> Feature request (you knew it wouldn't take long): use cursor to move paddle.

>>

>> Mike

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>> Tech-X Corporation

>

> I am a bit confused. The paddle is moved by moving the cursor *inside*
> the game window. Or is it not working on Mac? I don't have a Mac so I
> can't test it.

Sorry, I meant "arrow keys" instead of "cursor".

Mike

--

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