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Subject: Re: IDLPong, a Pong game in IDL.  
Posted by [SonicKenking](#) on Fri, 19 Nov 2010 00:35:22 GMT  
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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://mspms2.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 if wouldn't take long): use cursor to move paddle.

>

> Mike

> --www.michaelgalloy.com

> Research Mathematician

> 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.

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