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Subject: Re: IDLPong, a Pong game in IDL.  
Posted by [James\[2\]](#) on Thu, 18 Nov 2010 18:51:38 GMT  
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On Nov 17, 10:53 pm, SonicKenking <ywa...@gmail.com> 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.
- >
- > munko for inspiring me to write this game with his avalanche game.

This is a great achievement in scientific computing!

I like the boss key.

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