
Subject: IDLPong, a Pong game in IDL.

Posted by [SonicKenking](#) on Thu, 18 Nov 2010 06:53:30 GMT

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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.

munka for inspiring me to write this game with his avalanche game.
