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```

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,*]), ")

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hip = 0
dist_count = dist

```

```

while started lt 3 do begin

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```

    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
    world[0,2:2+strlen(ssstr)-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,$)'

    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

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

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
```
