
Subject: Re: MORE games for IDL! (follow up to the avalanche.pro post
Posted by [munka](#) on Mon, 14 Dec 2009 18:51:11 GMT

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Whups! I realized that because of some kind of spacing issue, or how I copied and pasted this, there are a few errors. A couple of comments got shoved on to the next line, which makes them "uncommented"... There aren't really too many times that this happens, so if you are really interested in playing, you can go through and find them :D. Or I could try and upload it somewhere...

Also, this game is meant to be played with the plot full screen.

Subject: Re: MORE games for IDL! (follow up to the avalanche.pro post
Posted by [munka](#) on Mon, 14 Dec 2009 23:54:15 GMT

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If the above does not work... try this link

<https://tigerbytes2.lsu.edu:443/users/wfreem2/web/test5.pro>

Subject: Re: MORE games for IDL! (follow up to the avalanche.pro post
Posted by [rogass](#) on Wed, 16 Dec 2009 21:48:01 GMT

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On 15 Dez., 00:54, [munka <munka@mynameismu...@gmail.com>](mailto:munka@mynameismu...@gmail.com) wrote:

> If the above does not work... try this link

>

> <https://tigerbytes2.lsu.edu:443/users/wfreem2/web/test5.pro>

LOL. Very funny. I had only 2 points. Please write Pong! Go ahead, it's so funny to use IDL for this. Maybe the next big widget programm from the IDL cracks like David F. is a Norton Commander :) And JD may code - you know it - 'Need for Speed' - hrhrhr

Regards

CR

Subject: Re: MORE games for IDL! (follow up to the avalanche.pro post
Posted by [munka](#) on Thu, 17 Dec 2009 17:50:05 GMT

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On Dec 16, 3:48 pm, chris <rog...@googlemail.com> wrote:
> On 15 Dez., 00:54, munka <mynameismu...@gmail.com> wrote:
>
>> If the above does not work... try this link
>
>> <https://tigerbytes2.lsu.edu:443/users/wfreem2/web/test5.pro>
>
> LOL. Very funny. I had only 2 points. Please write Pong! Go ahead,
> it's so funny to use IDL for this. Maybe the next big widget programm
> from the IDL cracks like David F. is a Norton Commander :) And JD may
> code - you know it - 'Need for Speed' - hrhrhr
>
> Regards
>
> CR

when you get hit, you are invincible... to get the points you simply
move your mouse over them.
