
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:
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- > 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.

This is a great achievement in scientific computing!

I like the boss key.

Subject: Re: IDLPong, a Pong game in IDL.
Posted by [Michael Galloy](#) on Thu, 18 Nov 2010 19:03:51 GMT
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On 11/17/10 11:53 PM, SonicKenking wrote:

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Awesome!

Feature request (you knew it wouldn't take long): use cursor to move paddle.

Mike

--

www.michaelgalloy.com
Research Mathematician
Tech-X Corporation

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:
>
>
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> 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.

Subject: Re: IDLPong, a Pong game in IDL.
Posted by [Michael Galloy](#) on Fri, 19 Nov 2010 14:23:31 GMT
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On 11/18/10 5:35 pm, SonicKenking wrote:
> On Nov 19, 6:03 am, Michael Galloy<mgal...@gmail.com> wrote:
>> On 11/17/10 11:53 PM, SonicKenking wrote:
>>
>>

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>> --www.michaelgalloy.com
>> Research Mathematician
>> Tech-X Corporation
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```

Sorry, I meant "arrow keys" instead of "cursor".

Mike

--

www.michaelgalloy.com

