

Forum: [Hack Forums](#)

Thread: [Snippet - "Type Writer" Effect in the Console](#)

SomeWhiteGuy - July 8, 2012, 5:30 pm

I couldn't remember if I posted this or not, so I tried searching and going through all the threads I posted and couldn't find anything so I decided to post it.

I was going through one of my old projects and saw that it used this.

Picture:

[img]http://www.coding-forums.com/hf/imgs/typewriter.gif[/img]

Snippet:

```
Code Dim theString$ = "Some string."  
For Each c As Char In theString.ToCharArray  
Console.Write(c)  
System.Threading.Thread.Sleep(43)  
Next  
'Console.ReadLine()
```

I always thought this was pretty cool. I hope y'all do too.

Have fun!

Ron. - July 8, 2012, 5:38 pm

This is Actually pretty cool, Thanks for showing this, :)

Eternal Five - July 8, 2012, 5:43 pm

I am interested why you choose the number 43 :)

SomeWhiteGuy - July 8, 2012, 5:45 pm

(Jul 8, 2012 05:38 PM)Unusual Wrote: [\[CITE\]](#) This is Actually pretty cool, Thanks for showing this, :)
Thanks. :D

(Jul 8, 2012 05:43 PM)Eternal Five Wrote: [\[CITE\]](#) I am interested why you choose the number 43 :)
Idk honestly, lol. I just fucked around with it for a little while and decided 43 looked just about perfect for my personal preference, lmao.

Killer1478 - July 8, 2012, 6:06 pm

I always enjoyed using sleeps in console applications. (Odd thing to say?)

I figured there would be a more proper way but I guess it's this.

Except I did it manually, but thanks for this.

SomeWhiteGuy - July 8, 2012, 6:40 pm

(Jul 8, 2012 06:06 PM)Killer1478 Wrote: [\[CITE\]](#) I always enjoyed using sleeps in console applications. (Odd thing to say?)

I figured there would be a more proper way but I guess it's this.

Except I did it manually, but thanks for this.

No problem. Glad you like it.

I tried thinking of a different way to do it, because like you I thought there would be a more legit way but I couldn't think of anything, lol.

+Bourbon - July 8, 2012, 7:13 pm

Surprised nobody's bashed you for this, it's very unimpressive. Ah damn I hate the syntax when people use symbols to explicitly specify a type "\$" for string etc, very unreadable in my opinion. Don't know if you know already but the compiler doesn't require you to explicitly define a type when you use the 'Dim' keyword. If you where to type for example, "Dim TheLights = false" and hovered your mouse over 'Dim' it'd indicate that it knows that the object was of type boolean. I'm only putting that out there because I guess your justification, or anybody else's for that matter for using these characters to define a type is that it shortens code / is easier to type when in fact you can make it shorter yet while not using what I imagine are depreciated methods.

SomeWhiteGuy - July 9, 2012, 3:14 pm

(Jul 8, 2012 07:13 PM)ByteBlast Wrote: [\[CITE\]](#) Surprised nobody's bashed you for this, it's very unimpressive. Ah damn I hate the syntax when people use symbols to explicitly specify a type "\$" for string etc, very unreadable in my opinion. Don't know if you know already but the compiler doesn't require you to explicitly define a type when you use the 'Dim' keyword. If you where to type for example, "Dim TheLights = false" and hovered your mouse over 'Dim' it'd indicate that it knows that the object was of type boolean. I'm only putting that out there because I guess your justification, or anybody else's for that matter for using these characters to define a type is that it shortens code / is easier to type when in fact you can make it shorter yet while not using what I imagine are depreciated methods.

I respect your opinion, but that's all it is, an opinion.

Thank for your comment.

Eternal Five - July 9, 2012, 3:23 pm

(Jul 9, 2012 03:14 PM)SomeWhiteGuy Wrote: [\[CITE\]](#) I respect your opinion, but that's all it is, an opinion.

Thank for your comment.

Its even less then an opinion, its an preference.

SomeWhiteGuy - July 9, 2012, 3:27 pm

(Jul 9, 2012 03:23 PM)Eternal Five Wrote: [\[CITE\]](#) Its even less then an opinion, its an preference. That too. Couldn't think of the work atm, lol.

Cody8295 - July 9, 2012, 3:52 pm

Yea. 43. What a random choice of a number. Hahaha. You should make it play a key stroking sound when it happens.

SomeWhiteGuy - July 9, 2012, 3:56 pm

(Jul 9, 2012 03:52 PM)Cody8295 Wrote: [\[CITE\]](#) Yea. 43. What a random choice of a number. Hahaha. You should make it play a key stroking sound when it happens. It is pretty fucking random. I just think that it's about perfect for the effect, lol.

That would be pretty awesome, lol.

????? - July 9, 2012, 6:30 pm

Yeah, the compiler is smart enough to automatically assign a type to a variable, like some other languages, but that is not a good practice IMO.

Nice little release you have here.

memesbro - July 9, 2012, 7:53 pm

This is quite simple, but unique. Cool idea and nice share :D

ident - July 9, 2012, 11:20 pm

I have seen a few members use a suffix character to define datatypes. I try to get members to avoid legacy code but this goes back way beyond Microsoft and Visual Basic. This is BASIC. I can't personally see any appeal in using a single suffix. Each to there own though :)

Coleak - July 10, 2012, 1:20 am

(Jul 9, 2012 11:20 PM)ident Wrote: [\[CITE\]](#) I have seen a few members use a suffix character to define datatypes. I try to get members to avoid legacy code but this goes back way beyond Microsoft and Visual Basic. This is BASIC. I can't personally see any appeal in using a single suffix. Each to there own though :)

It's more or less a habit, it almost doesn't look complete without the suffix, although I am slowly transitioning.

Also, the concept makes for a pretty cool, uhh, hack sequence?

Spoiler [\(Click to View\)](#)

SomeWhiteGuy - July 10, 2012, 5:06 pm

Glad everyone thinks that this is cool. :D

Jash - July 11, 2012, 3:32 am

Hey man, any ideas how can I animate a current line?

like:

1st it'll look like:

Loading -

then

Loading /

then

Loading |

then

Loading \

then loop again until i call exit loop

Eternal Five - July 11, 2012, 3:39 am

(Jul 11, 2012 03:32 AM)Spuderman Wrote: [\[CITE\]](#) Hey man, any ideas how can I animate a current line?

like:

1st it'll look like:

Loading -

then

Loading /

then

Loading |

then

```
Loading \
then loop again until i call exit loop
If you close the line with "\r" then it will overwrite the string, like this:
Code for (int i = 0; i < 100; i++)
{
    Console.Write(i.ToString() + "\r");
    System.Threading.Thread.Sleep(100);
}

Console.Read();
```

Killer1478 - July 12, 2012, 10:00 am

(Jul 11, 2012 03:32 AM)Spuderman Wrote: [\[CITE\]](#) Hey man, any ideas how can I animate a current line?

like:

1st it'll look like:

Loading -

then

Loading /

then

Loading |

then

Loading \

then loop again until i call exit loop

Sorry if this is a little late, this is old code, so you may want to optimize it using the methods posted in this thread. I also liked the \r over write that Eternal five posted, but do with it what you may.

Spoiler [\(Click to View\)](#)

Code Do

```
Console.WriteLine("Loading... [/]")
Threading.Thread.Sleep(400)
Console.Clear()
```

```
Console.WriteLine("Loading... [-]")
Threading.Thread.Sleep(400)
Console.Clear()
```

```
Console.WriteLine("Loading... [\\]")
Threading.Thread.Sleep(400)
Console.Clear()
```

```
Console.WriteLine("Loading... [ ]]")
Threading.Thread.Sleep(400)
Console.Clear()
```

```
Console.WriteLine("Loading... [/]")
Threading.Thread.Sleep(400)
Console.Clear()
```

```
Console.WriteLine("Loading... [-]")
```

```
Threading.Thread.Sleep(400)
Console.Clear()
```

```
Console.WriteLine("Loading... [\]")
Threading.Thread.Sleep(400)
Console.Clear()
```

```
Console.WriteLine("Loading... [ ]")
Threading.Thread.Sleep(400)
Console.Clear()
Loop
```