

Forum:[Hack Forums](#)

Thread: [\[SOLVED\] Anyone able to help me out with this little issue - Love2D](#)

Toph Beifong - March 26, 2014, 1:51 am

So iv been learning Love2D and my project was simple, make a snake game. So i decided to load each segment of the snake separately via a loop but one the loop is complete the snake disappears and i haven't even go to movement yet.

```
Code function love.load()
    love.graphics.setBackgroundColor(000,000,000)
    segmentImage = love.graphics.newImage('images/segment.png')
    startingPositionX = 200
    startingPositionY = 200

    bodyLength = 4;
end

function buildSnake()
    segmentCount = 1;
    while segmentCount <= bodyLength do
        love.graphics.draw(segmentImage, startingPositionX, startingPositionY)
        startingPositionX = startingPositionX - 35
        segmentCount = segmentCount + 1
    end
    --
end
```

```
function love.draw()
    buildSnake()
end
```

EDIT: since solved this, used a multi dimentional table to store the image position in: code below.

```
Code function love.load()
    love.graphics.setBackgroundColor(000,000,000)
    segmentImage = love.graphics.newImage('images/segment.png')
    startingPositionX = 200
    startingPositionY = 200
    bodyLength = 4;
    count = 0

    segmentControl = {}
    while count < bodyLength do
        startingPositionX = startingPositionX - 20
        table.insert(segmentControl, {x=startingPositionX, y=startingPositionY})
        count = count + 1
    end
end
```

```
function love.draw()
  for i = 1, 3 do
    love.graphics.draw(segmentImage, segmentControl[i].x, segmentControl[i].y)

  end
end
```

.eXe - March 26, 2014, 1:59 am

```
Code function love.load()
  love.graphics.setBackgroundColor(000,000,000)
  segmentImage = love.graphics.newImage('images/segment.png')
  startingPositionX = 200
  startingPositionY = 200

  bodyLength = 4;

function buildSnake()
  segmentCount = 1;
  while segmentCount <= bodyLength do
    love.graphics.draw(segmentImage, startingPositionX, startingPositionY)
    startingPositionX = startingPositionX - 35
    segmentCount = segmentCount + 1
  end

end

function love.draw()
  buildSnake()
end
I have never used Love2D so forgive me. But should it not be like that?
```

Toph Beifong - March 26, 2014, 2:03 am

Remember your function ends xD, and naa that gives same issue. I think i may have found an alternative way around it and solved a problem later on anyway. Will let you know how it goes.

.eXe - March 26, 2014, 2:11 am

(Mar 26, 2014 02:03 AM)Mr. P-teo Wrote: [\[CITE\]](#) Remember your function ends xD, and naa that gives same issue. I think i may have found an alternative way around it and solved a problem later on anyway. Will let you know how it goes.

Oh, thought I had too many ends when I moved it. But yeah, let me know. If not I'll download Love2D and have a proper look.