

Forum:[Hack Forums](#)

Thread: [Pac-man'ish Game Manager \[GDI\] with Script Driven Entity](#)

TheBarret - August 2, 2014, 4:42 pm

With this project my aim was to see how i could extend the "movement" of let say enemy entity's acting as enemy or whatever you decide.

So if you have followed my past script engine series, there was this odd-ball mover , that was my base and you could read that the project and script engine required a small class that acts as pipeline between the project and engine.

The script looks as follows (rly easy!):

The Up, Down, Left and Right can actually be defined as variables, so you could do

Code Go(Up);

Anyway, with some tinkering with my skill, i managed to produce this idea:

The blue'ish ghost is the enemy entity that moves randomly driven by the script and also avoids walls and such.

Based on this im pretty sure i could produce a player interface that move's a pacman'ish entity around the map.

I add the source for this build (still version 1.7.1) ive made some fixes as well in the core engine with some flaws i noticed also the "Switch" syntax is in there but not rdy yet.

Source download: [Link](#)

Credits for the RoundedRectangle Extension class:

Arun Reginald Zaheeruddin

I modified his version a little bit to my demands.

Tinker away my fellow coders, got qeustions feel free to ask.

(Remark for: Cornflower, if you start bothering me again with fps and p/invoke gdi, i dont care, alright?)

Greets - Barret ?

Cornflower Blue ???-? — - August 2, 2014, 4:54 pm

102 fps, you should limit it to 60, you're just wasting CPU cycles, most peoples screens can't refresh more then 60.

Guess you're are using shitty graphics.drawimage, and not p/invoke?

Spoiler ([Click to View](#))

You mad?

?eumonic - August 2, 2014, 5:36 pm

(Aug 2, 2014 04:54 PM)Cornflower Blue Wrote: [\[CITE\]](#) 102 fps, you should limit it to 60, you're just wasting CPU cycles, most peoples screens can't refresh more then 60.

Guess you're are using shitty graphics.drawimage, and not p/invoke?

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You mad?

You rude...or naw? Chill out dude. At least he is being creative and original, unlike 90% of the rest of this section.

Cornflower Blue ???-? — - August 2, 2014, 5:37 pm

(Aug 2, 2014 05:36 PM)?eumonic Wrote: [\[CITE\]](#) You rude...or naw? Chill out dude. At least he is being creative and original, unlike 90% of the rest of this section.

It's a joke between me and Mr B, and yeah you're right.

NETExplorer - August 2, 2014, 5:40 pm

(Aug 2, 2014 05:36 PM)?eumonic Wrote: [\[CITE\]](#) You rude...or naw? Chill out dude. At least he is being creative and original, unlike 90% of the rest of this section.

First time I see you here in a while.

(Aug 2, 2014 04:54 PM)Cornflower Blue Wrote: [\[CITE\]](#) 102 fps, you should limit it to 60, you're just wasting CPU cycles, most peoples screens can't refresh more then 60.

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You mad?

My first reaction to Barrets remark on the OT and your reply was to skype you

But then I remembered that we aren't talking :/

nuk - August 2, 2014, 6:18 pm

I can never get enough of your coding sir. Just original and useful stuff banging out left and right! I keep a box of Kleenex Tissues when I see you as the OP of a new thread ;)

?eumonic - August 3, 2014, 12:17 am

(Aug 2, 2014 05:40 PM)PatPositron Wrote: [\[CITE\]](#) First time I see you here in a while.

I know bro. It's been a while. I'm trying to get back into HF and coding.

NETExplorer - August 3, 2014, 12:47 am

(Aug 3, 2014 12:17 AM)?eumonic Wrote: [\[CITE\]](#) I know bro. It's been a while. I'm trying to get back into HF and coding.

Well, I can't say I'm not happy about you coming back :)

Recuperare theme was probably my favorite out of all of yours