

Forum:[Hack Forums](#)

Thread: [Flashing color screens and random percentages for RPG help?](#)

cogama - July 7, 2016, 12:04 pm

Hey Batch guys,

I'm on vacation right now with nothing to do but make a random batch RPG for educational purposes.

I can post the code if needed but it's kind of irrelevant to my question, which is, how can I make it so after a scene of, lets say, a bear comes and attacks you, Your CMD flashes black and white or black and purple etc. very fast, maybe 3 times a second?

•so far for this I'm thinking of something like this

Code ...

cls

Color 70

TIMEOUT /t 1

Color 7f

TIMEOUT /t 1

Color 70

...

cls

Goto nextMind you, I'm a rookie, so it's pretty obvious that using timeout will only let me flash the screen in one second intervals. My hypothesis is that if I put a bunch of spaghetti code to make the program load and then change the color, then repeat, that maybe it'll take like a fraction of a second to load the next color. Haven't tested this yet.

So far for this I

Also, in a fight scene, how can I give the option to fight with a 30% win chance and a 60% chance of running away, and a 10% chance of using a trap?

I have no idea how to accomplish this, a reference for how to do this would be great.

(P.S. Sorry if this is random, I don't expect anybody to just write all the code for me, referencing me to a source is fine, or tips)

einstein1969 - July 8, 2016, 2:33 am

For sleep a lot use "pathping"

I can't understand the second question...

cogama - July 8, 2016, 4:49 am

(Jul 8, 2016 02:33 AM)einstein1969 Wrote: [\[CITE\]](#) For sleep a lot use "pathping"

I can't understand the second question...

I guess I made that complicated, I'm asking how I can make something either happen or not happen based on a percentage like 50% or 75% for example

Code *A monster suddenly appears*

(1) Run [50%]

(2) fight [75%]

Where pressing 2 gives a 75% chance of success and 25% chance of failure

einstein1969 - July 8, 2016, 5:30 am

You can use the %random% variable to simulate a probability.

Code Set P1=25

Set P2=75

set /A "P=%random% %% (P1+P2)"

if %P% grt %P1% (echo event P2) else echo event P1

cogama - July 8, 2016, 2:15 pm

(Jul 8, 2016 05:30 AM)einstein1969 Wrote: [\[CITE\]](#) You can use the %random% variable to simulate a probability.

Code Set P1=25

Set P2=75

set /A "P=%random% %% (P1+P2)"

if %P% grt %P1% (echo event P2) else echo event P1

Thanks a lot buddy, although I'm trying to figure out how to effectively implement this into my game

So here's my code

Code :2nd_scene

echo The bump in the road causes your tire to fall off

Echo.

Echo.

echo (1) leave your car and try to find help [75%]

echo (2) sleep in your car for the night and leave tomorrow [35%]

Set /p var3="C:\ "

if var3 == 1 goto random

If var3 == 2 goto random

Goto 2nd_scene

:random

Your code goes here

So I need to make it so when I press 1 at that scene it will be successful or not, when I do that with your code it just closes the window