

Forum:[Hack Forums](#)

Thread: [Multi Threaded Roguelike Game beta release :3](#)

?CARUs L?VE?™ - December 19, 2016, 7:37 pm

IMPORTANT: Make sure to save your encoding as ANSI to display the characters correctly.

Spoiler ([Click to View](#))

GAME

Code @echo off & setlocal enableDelayedExpansion
prompt %g

REM set /a "skip+=1"

REM if "%skip%" equ "1" goto :getDifficulty

if not "%~1" equ "" goto :%1

(start /b cmd /c "%~nx0" main_2) | "%~nx0" init_main
goto :eof

:init_main
call :init

:main
call :display
call :moveMonsters
if exist "thread2.txt" call :getPlayerInfo
call :calcFPS
goto :main

:main_2
set "playerMove="

for /f "tokens=*" %%a in ('choice /c:wasd /n') do set "playerMove=%%a"

(

echo !playerMove!

)>"thread2.txt"

goto :main_2

:init
set LF=^

::above 2 blank lines are critical - do not remove.

set "openLib=(ren "%~nx0" orig-main.bat & ren library.bat "%~nx0""

set "closeLib=ren "%~nx0" library.bat & ren orig-main.bat "%~nx0")"

set /a "maxLife=3", "life[l]=maxLife"

set "wall=Û"

```

set "monster=M"
set "coin=$"
call :hexPrint 0x03 life
call :hexPrint 0x06 potion
call :hexPrint 0x04 diamond

:reset
%openLib%
    call :emptyVarEnviornment "tmp xPos yPos wall coin life potion monster maxLife life[I]
points pb FF BS BEL pbb"
    call :specialChars

    call :drawMap_2_init 94 34
    set /a "xPos=42", "yPos=4"

    call :drawMap_2 "Û" "36,1,12,5" "n,n,6,n" /s
    call :drawMap_2 "Û" "0,3,8,16" "n,n,n,8"
    call :drawMap_2 "Û" "0,1,30,6" "n,n,4,n"
    call :drawMap_2 "Û" "40,18,17,13" "10,9,n,10"
    call :drawMap_2 "Û" "0,14,45,10" "4,n,23,n"
    call :drawMap_2 "Û" "53,1,12,23" "n,10,n,n"
    call :drawMap_2 "Û" "68,3,22,6" "n,n,14,n"

    call :placeObjects 70 "%wall%"
    call :placeObjects 20 "%coin%"
    call :placeObjects 5 "%diamond%"
    call :placeObjects 7 "%potion%"
    call :placeObjects 20 "%monster%" /r

    for /I %%a in (47,1,52) do call :changePixel "Û" %%a 25
    for /I %%a in (10,1,52) do call :changePixel "+" %%a 11
    for /I %%a in (23,1,39) do call :changePixel "+" %%a 27
    for /I %%a in (59,1,81) do call :changePixel "+" %%a 28
    for /I %%a in (11,1,28) do call :changePixel "+" 82 %%a
    for /I %%a in (11,1,17) do call :changePixel "+" 50 %%a
    for /I %%a in (11,1,17) do call :changePixel "+" 50 %%a
    for /I %%a in (8,1,11) do call :changePixel "+" 42 %%a
    call :changePixel "+" 23 26
    set /a "lifeChance=!random! %% 100 + 1"
    if !lifeChance! lss 20    call :changePixel "%life%" 90 4

    call :getBuffer "1,1,5" " " " push
    call :getBuffer "1,1,6" " " " pb
    call :getBuffer "1,1,%life[I]%" "%life%" life[D]
%closeLib%

    for %%a in ("CAM_minY=1" "CAM_maxY=10" "CAM_minX=26" "CAM_maxX=32") do set
"%%~a"
    set /a "defCAM_minY=1", "defCAM_maxY=dispNo", "defCAM_minX=1",
"defCAM_maxX=(conBuff / 2) + CAM_maxX - 9"

set box[ >vars.txt
set "lifeChance="

```

```

call :prep_calcFPS 10
mode con: cols=35 lines=20
color F0
goto :eof

:display
cls
echo    W,A,S,D to move
echo. & echo %push%Life: %life[D]%
<nul set /p ".=.%bs%%push%Key =
if "%gotKey%" equ "true" ( <nul set /p ".=.%bs%%FF%" & echo !pb!%bs%Points = !points!) else
echo !pb!Points = !points!
echo -----
set /a "addOne=xPos + 1"
(
    for /l %%a in (!CAM_minY!,1,!CAM_maxY!) do (
        set "line=!L[%%a]!"
        if "%a" equ "!yPos!" set "line=!line:~0,%xPos%! !line:~%addOne%!"
        echo=!line:~%CAM_minX%,%CAM_maxX%!^|
    )
)
echo -----
echo X %xPos%
echo min X %CAM_minX%
echo max X %defCAM_maxX%
goto :eof

:getPlayerInfo
< thread2.txt ( set /p "playerMove=" )
if defined playerMove call :controls !playerMove!
set "playerMove="
del /f /q "thread2.txt"
goto :eof

:-----
:controls
(
    if /i "%1" equ "W" (
        set /a "testY=yPos - 1"
        call :collisionCheck !testY! !xPos!
        if !error! equ 0 (
            set /a "yPos-=1"
            set /a "CAM_minY-=1", "CAM_maxY-=1"
            if !CAM_minY! lss !defCAM_minY! set /a "CAM_maxY+=1",
"CAM_minY=!defCAM_minY!"
        )
    )
    if /i "%1" equ "S" (
        set /a "testY=yPos + 1"
        call :collisionCheck !testY! !xPos!
        if !error! equ 0 (
            set /a "yPos+=1"
            set /a "CAM_minY+=1", "CAM_maxY+=1"
            if !CAM_maxY! gtr !defCAM_maxY! set /a "CAM_minY-=1",

```

```

"CAM_maxY=!defCAM_maxY!"
)
)
if /i "%1" equ "A" (
    set /a "testX=xPos - 1"
    call :collisionCheck !yPos! !testX!
    if !error! equ 0 (
        set /a "xPos-=1"
        set /a "CAM_minX-=1"
        if !CAM_minX! leq 0 set "CAM_minX=0"
    )
)
if /i "%1" equ "D" (
    set /a "testX=xPos + 1"
    call :collisionCheck !yPos! !testX!
    if !error! equ 0 (
        REM if !CAM_minX! equ 0 if !xPos! lss 17 (
            REM set /a "xPos+=1"
        REM ) else (
            set /a "xPos+=1"
            set /a "CAM_minX+=1"
        )
        if !CAM_minX! geq !defCAM_maxX! set "CAM_minX=!defCAM_maxX!"
    )
)
)
set "error=0"& set "testY=" & set "testX="
goto :eof
::-----
:collisionCheck
set /a "Y=%1", "X=%2", "error=0"
(
    if "!L[%Y%]:~%X%,1!" equ "%wall%" (
        set error=1
        goto :eof
    )

    if "!L[%Y%]:~%X%,1!" equ "K" (
        call :replacePixel !x! !y!
        set "gotKey=true"
        goto :eof
    )

    if "!L[%Y%]:~%X%,1!" equ "%coin%" (
        echo %bel%
        set /a "points+=1"
        call :replacePixel !x! !y!
        goto :eof
    )

    if "!L[%Y%]:~%X%,1!" equ "D" (
        if "!gotKey!" equ "true" (
            goto :reset

```

```

        goto :eof
    ) else (
        echo You need a key
        %openLib% & call :delay 60 & %closeLib%
        goto :eof
    )
)

if "!L[%Y%]:~%X%,1!" equ "%life%" (
    set /a "maxLife+=1", "life[l]=!maxLife!"
    set "life[D]=!life[D]!%life%"
    call :replacePixel !x! !y!
    goto :eof
)

if "!L[%Y%]:~%X%,1!" equ "%potion%" (
    if !life[l]! lss %maxLife% (
        set /a "life[l]+=1"
        set "life[D]=!life[D]!%life%"
        call :replacePixel !x! !y!
        goto :eof
    )
)

if "!L[%Y%]:~%X%,1!" equ "%diamond%" (
    echo %bel%
    set /a "points+=10"
    call :replacePixel !x! !y!
    goto :eof
)

if "!L[%Y%]:~%X%,1!" equ "M" (
    set /a "life[l]=-1"
    set "life[D]=!life[D]:~0,-1!"
    if !life[l]! equ 0 (
        echo You have died.
        %openLib% & call :delay 20 & %closeLib%
        exit
    )
    call :replacePixel !x! !y!
    goto :eof
)

goto :eof
::-----

:moveMonsters
( for /l %%a in (1,1,%pOCount%) do (
    for /f "tokens=1,2 delims=," %%1 in ("!pO[M][%%a]!") do (
        set /a "monsterMove=!random! %% 4 + 1", "aOmM=%%1 + 1"

        call :replacePixel %%1 %%2
    )
)
)

```

```

if "!monsterMove!" equ "1" (
    set /a "mUpTest=%2 - 1"
    call :M_collisionCheck %1 !mUpTest!
    if "!mError!" equ "0" (
        set "pO[M][%%a]=%1,!mUpTest!"
        call set "L[!mUpTest!]=%%L[!mUpTest!]:~0,%%1%%M%%L[!mUpTest!]:~!aOmM!%%"
    )

) else if "!monsterMove!" equ "2" (
    set /a "mDownTest=%2 + 1"
    call :M_collisionCheck %1 !mDownTest!
    if "!mError!" equ "0" (
        set "pO[M][%%a]=%1,!mDownTest!"
        call set
"L[!mDownTest!]=%%L[!mDownTest!]:~0,%%1%%M%%L[!mDownTest!]:~!aOmM!%%"
    )

) else if "!monsterMove!" equ "3" (
    set /a "mRightTest=%1 + 1"
    set /a "aOmM=mRightTest + 1"
    call :M_collisionCheck !mRightTest! %2
    if "!mError!" equ "0" (
        set "pO[M][%%a]=!mRightTest!,%2"
        call set "L[%2]=%%L[%2]:~0,!mRightTest!%%M%%L[%2]:~!aOmM!%%"
    )

) else if "!monsterMove!" equ "4" (
    set /a "mLeftTest=%1 - 1"
    set /a "aOmM=mLeftTest + 1"
    call :M_collisionCheck !mLeftTest! %2
    if "!mError!" equ "0" (
        set "pO[M][%%a]=!mLeftTest!,%2"
        call set "L[%2]=%%L[%2]:~0,!mLeftTest!%%M%%L[%2]:~!aOmM!%%"
    )
)
))
for %%a in (mDownTest mRightTest mUpTest mLeftTest aOmM monsterMove) do set "%%a="
goto :eof

```

:M_collisionCheck

```

set /a "mX=%1", "mY=%2", "mError=0"
if "!L[%mY%]:~%mX%,1!" equ "%wall%" set "mError=1" & goto :eof
if "!L[%mY%]:~%mX%,1!" equ "%coin%" set "mError=1" & goto :eof
if "!L[%mY%]:~%mX%,1!" equ "K" set "mError=1" & goto :eof
if "!L[%mY%]:~%mX%,1!" equ "O" set "mError=1" & goto :eof
if "!L[%mY%]:~%mX%,1!" equ "D" set "mError=1" & goto :eof

```

```
goto :eof
```

```
:length
```

```
    set "str=0%~1"
```

```
    set "%2=0"
```

```
    for /L %%a in (8,-1,0) do (
```

```
        set /A "newLen=%2+(1<<%%a)"
```

```
        for %%b in (!newLen!) do if "!str:~%%b,1!" neq "" set "%2=%%b"
```

```
    )
```

```
goto :eof
```

```
:replacePixel
```

```
    set /a "aorp=%1 + 1"
```

```
    set "L[%2]=!L[%2]:~0,%1! !L[%~2]:~%aorp%!"
```

```
    set "aorp="
```

```
goto :eof
```

```
:hexPrint string [rtnVar]
```

```
    for /f eol^=^%LF%%LF%^ delims^= %%A in (
```

```
        'forfiles /p "%~dp0." /m "%~nx0" /c "cmd /c echo(%~1"
```

```
    ) do if "%~2" neq "" (set %~2=%%A) else echo(%%A
```

```
goto :eof
```

```
:prep_calcFPS
```

```
    set /A cs=100/%~1
```

```
    set t=!time: =0!
```

```
goto :eof
```

```
:calcFPS
```

```
(
```

```
    set tc=!time: =0!
```

```
    for /F "tokens=1-8 delims=:," %%a in ("!t!:!tc!") do (
```

```
        set /a "a=(((1%%e-1%%a)*60)+1%%f-1%%b)*6000+1%%g%%h-1%%c%%d, a+=(a>31)
```

```
& 8640000"
```

```
)
```

```
    if !a! lss !cs! goto :calcFPS
```

```
    if !a! gtr !cs! set /a a-=1
```

```
    set t=!tc!
```

```
    if !a! neq 0 (set /A fps=100/a) else set fps=?
```

```
    title FPS:!fps!/s
```

```
)
```

```
goto :eof
```

```
Library.bat
```

```
Code @echo off & setlocal enableDelayedExpansion
```

```
::-----
```

```
:: obtain special characters    BS, FF, BEL
```

```
::-----
```

```
:specialChars
```

```
    for /f %%a in ("prompt $H&for %%b in (1) do rem") do set "BS=%%a"
```

```
    >con ( for /f %%a in ('cls') do ( set "FF=%%a" ) )
```

```
    for /f %%i in ('forfiles /m "%~nx0" /c "cmd /c echo 0x07") do set "BEL=%%i"
```

```
goto :eof
```

```
::-----
```

```
::-----
```

```
:emptyVarEnviornment
```

```
    set "preserve= path preserve openLib closeLib %~1 "
```

```
    for /f "delims==" %%v in ('set') do if "!preserve: %%v !=!" equ "!preserve!" set "%%v="
```

```
    set "preserve="
```

```
goto :eof
```

```
::-----
```

```
:getBuffer
```

```
    for /l %%a in (%~1) do set "x=!x!%%~2"
```

```
    set "%3=%x%" & set "x="
```

```
goto :eof
```

```
::-----
```

```
:placeObjects
```

```
    set "countDown=%1"
```

```
    :poL
```

```
        set /a "rndX=!random! %% %conBuff% + 1", "rndY=!random! %% %dispNo% + 1"
```

```
        set /a "po=!rndX! + 1"
```

```
        for /l %%b in (1,1,%numberOfBoxes%) do (
```

```
            for /f "tokens=1-4 delims=," %%1 in ("!box[%%b]!") do (
```

```
                set /a "xl=%%1 + %%3", "yl=%%2 + %%4"
```

```
                if %rndX% gtr %%1 if %rndX% lss !xl! (
```

```
                    if %rndY% gtr %%2 if %rndY% lss !yl! (
```

```
                        if "!L[%rndY%]:~%rndX%,1!" equ " " (
```

```
                            call set "L[!rndY!]=%%L[!rndY!]:~0,!rndX!%%~2%%L[!rndY!]:~!po!%%"
```

```
                            set /a "countDown-=1"
```

```
                            if "%~3" equ "/r" (
```

```
                                set /a "pOCount+=1"
```

```
                                set "pO[%~2][!pOCount!]=%rndX%,%rndY%"
```

```
                            )
```

```
                        )
```

```
                    )
```

```
                )
```

```
            )
```

```
        )
```

```
        if !countDown! equ 0 (goto :eof ) else goto :poL
```

```
goto :eof
```

::-----

```
:drawMap_2_init
  set /a "conWidth=%1", "conHeight=%2", "dispNo=conHeight - 2", "conBuff=conWidth - 3"
  for /l %%a in (1,1,%conBuff%) do set "buffer=!buffer!"
  for /l %%a in (1,1,%dispNo%) do set "L[%%a]=%buffer%"
goto :eof

:drawMap_2
  set "wall=%~1
  set "doorCount=-1"

  for /f "tokens=1-4 delims=,_" %%1 in ("%~2") do (
    set /a "boxpos_X=%%1", "boxpos_Y=%%2", "boxLength=%%3", "boxWidth=%%4 + %%2"
    if "%%4" neq "/" (
      set /a "numberOfBoxes+=1"
      set "box[!numberOfBoxes!]=%%1,%%2,%%3,%%4"
    )
  )
  for /f "tokens=1-4 delims=," %%1 in ("%~3") do (
    set "topPosition=%%1" & set "leftPosition=%%2"
    set "bottomPosition=%%3" & set "rightPosition=%%4"
  )

  set /a "top=boxLength + 2", "bottom=boxWidth + 1"

  if /i "%topPosition%" neq "N" (
    set /a "dLP1=top - topPosition - 1"
    for /l %%a in (1,1,%topPosition%) do set "top_t1=!top_t1!%wall%"
    for /l %%a in (1,1,!dLP1!) do set "top_t2=!top_t2!%wall%"
  )

  if /i "%bottomPosition%" neq "N" (
    set /a "dLP2=top - bottomPosition - 1"
    for /l %%a in (1,1,%bottomPosition%) do set "bottom_t1=!bottom_t1!%wall%"
    for /l %%a in (1,1,!dLP2!) do set "bottom_t2=!bottom_t2!%wall%"
  )

  for /l %%a in (1,1,%top%) do set "_t=!_t!%wall%"
  for %%a in (t b) do set "%%a=%_t%"
  if /i "%topPosition%" neq "N" set "t=%top_t1%O%top_t2%"
  if /i "%bottomPosition%" neq "N" set "b=%bottom_t1%O%bottom_t2%"
  for /l %%a in (1,1,%boxLength%) do set "O=!O!"
  call :length "%wall%%O%%wall%" dO
  set /a "defOut=boxpos_X + dO"

  for /l %%a in (%boxpos_Y%,1,%boxWidth%) do (

    set "L[%%a]=!L[%%a]:~0,%boxpos_X%!%wall%%O%%wall%!L[%%a]:~%defOut%!"

    set /a "doorCount+=1"
    if "!doorCount!" equ "%leftPosition%" (
```

```

        if /i "%boxSide%" neq "N" set
"L[%%%a]=!L[%%%a]:~0,%boxpos_X%!O%O%%wall%!L[%%%a]:~%defOut%!"
    )
    if "!doorCount!" equ "%rightPosition%" (
        if /i "%boxSide%" neq "N" set
"L[%%%a]=!L[%%%a]:~0,%boxpos_X%!%wall%%O%O!L[%%%a]:~%defOut%!"
    )
    )
    set "L[%boxpos_Y%]=!L[%boxpos_Y%]:~0,%boxpos_X%!%t%!L[%boxpos_Y%]:~%defOut%!"
    set "L[%bottom%]=!L[%bottom%]:~0,%boxpos_X%!%b%!L[%bottom%]:~%defOut%!"

    for %%%a in (boxpos_X boxposY boxLength boxWidth top bottom dIP1 dIP2 t b t1 t2 _t O dO
defOut topPosition bottomPosition leftPosition rightPosition top_t1 top_t2 bottom_t1 bottom_t2 ) do
set "%%%a="
goto :eof

::-----
::-----
:delay
    for /f "tokens=2 delims=." %%%a in ("%time%") do (set "c=%%a")
    if "%c:~0,1%" == "0" set "c=%c:~1%"
    set /a l=%c% + %~1
    :wait
    set "cPrev=%c%"
    for /f "tokens=2 delims=." %%%a in ("%time%") do (set "c=%%a")
    if "%c:~0,1%" == "0" set "c=%c:~1%"
    if %cPrev% GTR %c% set /a l-=100
    if %c% LSS %l% goto :wait
goto :eof

:color
set "param=^%~3" !
set "param=!param:"=\\!"
findstr /p /A:%2 "." "!param!\. \X" nul
<nul set /p ".=%DEL%%DEL%%DEL%%DEL%%DEL%%DEL%%DEL%"
if %~1 equ 1 echo.
exit /b

:length
    set "str=0%~1"
    set "%2=0"
    for /L %%%a in (8,-1,0) do (
        set /A "newLen=%2+(1<<%%%a)"
        for %%%b in (!newLen!) do if "!str:~%b,1!" neq "" set "%2=%b"
    )
goto :eof

:changePixel
    call :length %1 plusOne
    set /a "x=%2", "y=%3", "aorp=%2 + plusOne"
    set "L[%y%]=!L[%y%]:~0,%x%!%~1!L[%y%]:~%aorp%!"
    for %%%a in (x y aorp plusOne) do set "%%%a="
goto :eof

```

Current release:

GIF 1

Spoiler ([Click to View](#))

GIF 2

Spoiler ([Click to View](#))

GIF 3

Spoiler ([Click to View](#))

Hello all ^-^

I have been working on a neat project lately. It started with experimentation using an external library, which I will be posting below. Using this library has actually made scripts substantially easier to read. The library itself consist of nothing but functions. In the script that uses it, it swaps names with it, and is able to use all the functions on the inside AND continue coding as normal. This library has to be initialized, and then used as if they were parenthesis.

Spoiler ([Click to View](#))Code set "openLib=(ren "%~nx0" orig-main.bat & ren library.bat "%~nx0""
set "closeLib=ren "%~nx0" library.bat & ren orig-main.bat "%~nx0")"

```
%openLib%
    call :LibFunction_1 "x"
    call :LibFunction_2 "x"
    rem etc...
%closeLib%
```

Then I ended up turning this into a multi threaded roguelike game ^_^ This is a BETA if it's anything at all. But it's quite neat ^-^

Library.bat

Spoiler ([Click to View](#))

Beta.bat (See Lines 34,35,48-63 for use of Library)

Spoiler ([Click to View](#))

b00st3d_TEMP - December 20, 2016, 3:14 pm

This is impressive, I'm just happy to put together my simple work scripts but you take batch to a new level.

?CARUs L?VE?™ - December 22, 2016, 12:03 pm

Thanks a lot ^-^ Hopefully people will see neat things in batch and more people will come here.

motherfawker666 - December 23, 2016, 11:30 am

This is just awesome. Great work. Couldn't have honestly done it myself. How are you managing to draw the worlds dynamically?

?CARUs L?VE?™ - December 23, 2016, 1:46 pm

(Dec 23, 2016 12:30 PM)motherfawker666 Wrote: ([CITE](#)) This is just awesome. Great work. Couldn't have honestly done it myself. How are you managing to draw the worlds dynamically?

Great question ^-^

The map shown above is created by a function that accepts 3 parameters. Length, width, and the character you want to use to draw the map. I made a second function to place certain characters in random places. However, now the map function is much different ^-^ And so is the placeObject function I just mentioned. This is the output for maps now

motherfawker666 - December 23, 2016, 1:55 pm

(Dec 23, 2016 02:46 PM)?CARUs L?VE?™ Wrote: [\[CITE\]](#) Great question ^-^

The map shown above is created by a function that accepts 3 parameters. Length, width, and the character you want to use to draw the map. I made a second function to place certain characters in random places. However, now the map function is much different ^-^ And so is the placeObject function I just mentioned. This is the output for maps now
Legit, so its self generating or?

?CARUs L?VE?™ - December 23, 2016, 2:24 pm

(Dec 23, 2016 02:55 PM)motherfawker666 Wrote: [\[CITE\]](#) Legit, so its self generating or?

The old one is, but the new one isn't. YET! The new one accepts many more arguments.