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Thread: [:Grid function](#)

?CARUs L?VE?™ - January 13, 2017, 11:27 am

Hello all, dropping new function of the week I guess lol

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

This is a neat function, mostly for game developers, but can most certainly be useful for people who would use it as some sort of spreadsheet, etc.

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

You could create a lot of different type of boxes/grids with this function. You could use it to create a maze, a map for games, a spreadsheet, a puzzle, etc. It's really up to your imagination.

The below example displays :grid /F 4 "3x5"

```
Code . A B C D E F
#####
.# # # # # # #
1# # # # # # #
.# # # # # # #
#####
.# # # # # # #
2# # # # # # #
.# # # # # # #
#####
.# # # # # # #
3# # # # # # #
.# # # # # # #
#####
```

Parameter1 = number of boxes horizontally from /A-Z

Parameter2 = number of stacks tall these boxes are

Parameter3 = "HeightxWidth" of each individual box

Parameter4 = /s to show data of grid, and echo %oI% to do so.

Quickview: Controls W S E D R F and Q.

Q prompts for alphabet letter

Code @echo off & setlocal enableDelayedExpansion

mode con: lines=50 cols=70

set a=A

set j=1

set h=1

set k=1

:main

```

set q=
cls
echo CONTROLS: Q W S E D R F
call :grid /!a! !j! "!h!x!k!" /s
if defined ol echo %ol%
call :display

for /f "tokens=*" %%a in ('choice /c:qwse drf /n') do (

    if /i "%%~a" equ "Q" set /p "a=: "
    if /i "%%~a" equ "W" set /a "j+=1"
    if /i "%%~a" equ "S" if !j! geq 1 set /a "j-=1"
    if /i "%%~a" equ "E" set /a "h+=1"
    if /i "%%~a" equ "D" if !h! geq 2 set /a "h-=1"
    if /i "%%~a" equ "R" set /a "k+=1"
    if /i "%%~a" equ "F" if !k! geq 2 set /a "k-=1"

)
goto :main

:display
echo.
for /l %%a in (1,1,%gridMaxHeight%) do echo=!line[%%a]!
goto :eof

:grid
for /l %%a in (0,1,%gridMaxHeight%) do set "line[%%a]="
for %%a in (gHeight gWidth gridMaxHeight gridMaxWidth bHeight bWidth i g s d z) do set
"%%a="
set "_t= A B C D E F G H I J K L M N O P Q R S T U V W X Y Z"
set /a "gHeight=%2"
set "z=%1" & set "z=!z:~1,1!"
for %%a in (%_t%) do set /a "i+=1" & if /i "%%a" equ "%z%" set "gWidth=!i!"
for /f "tokens=1,2 delims=x" %%a in ("%~3") do set /a "bHeight=%%a + 1", "bWidth=%%b"
set /a "g=((gWidth * bWidth) + bWidth)", "gridMaxHeight=(gHeight * bHeight) + 1"
set /a "gridMaxWidth=g - bWidth + gWidth + 1"
for /l %%a in (1,1,%bWidth%) do set "s=!s! "
for /l %%a in (1,%bWidth%,%g%) do set "d=!d!!s!#"
for /l %%a in (1,1,%gridMaxHeight%) do set "line[%%a]=#!line[%%a]!!d:~0,-%bWidth%!"
for /l %%a in (1,1,%gridMaxWidth%) do set "line[0]=!line[0]!#"
for /l %%a in (1,%bHeight%,%gridMaxHeight%) do set "line[%%a]=!line[0]!"
if "%~4" equ "/s" set "ol=GRID: %gridMaxHeight%x%gridMaxWidth%/[A-%z%] x %gHeight%. -
%~3 boxes"
goto :eof

```

Phlox - March 26, 2018, 9:52 am

Wow again another fantastic batch script, keep up the good work @?CARUs!