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Thread: [Check string in text document and set correct texture accordingly XNA](#)

Hogtalare1 - March 13, 2017, 3:54 am

We're currently working on a school project where we are going to make a very simple little game, but here is my problem:

I currently have a text document in which I write coordinates where I want to place a certain sprite using "streamreader" formatted like this: CoordinateX:CoordinateY:texturename.
I have made another classfile called "level" with methods with get and set functions for each value.

```
Code while ((k = blockposition.ReadLine()) != null)
{
    string[] database = k.Split(':');
    tilestemppos.X = float.Parse(database[1]);
    tilestemppos.Y = float.Parse(database[0]);
    tilestexturess = database[2];
    tilesposlist.Add(new level(tilestemppos.X, tilestemppos.Y, tilestexturess));
}
```

Here it adds the strings and floats from the text document into the list "List<level> tilesposlist = new List<level>();".

```
Code for (int i = 0; i < tilesposlist.Count; i++)
{
    tiles_pos.X = tilesposlist.ElementAt(i).blockpositionX;
    tiles_pos.Y = tilesposlist.ElementAt(i).blockpositionY;
    spriteBatch.Draw(tiles, tiles_pos, Color.White);
}
```

Here it draws the "tiles" sprite which is a Texture2d using the correct coordinates.

Now I want the program to check the "tilestexturess" in the text document and change the "tiles" texture to the correct texture from all the textures I have.

I was thinking of having another list where I put all textures and then make it check if the names match. How do I do this in the most simplest form?

ShadowCloudGH - March 13, 2017, 4:04 am

I would probably be looking to create struct and slap a dictionary of the struct against a texture name. I am presuming that the same x and y would never map to different textures in the same context?

So end up with:

```
var levelTextures = new Dictionary<myStruct, textureName>();
```

With a large amount of cross referencing, dictionary are probably going to be your best bet. If you need to update these on a high ratio you'd probably want to investigate some SlimLock functions to prevent reading out of date info. If you have a pretty finite list of textures, consider using an Enum to map the textures. It's just much more elegant to reference than direct string comparisons.

While this might not give you a copy and paste answer, I figure this would point you in the right direction.

stratex - *March 14, 2017, 3:14 am*

You seem to have two posts? I think you've made a mistake where tiletemppos.X is taking the Y value and vice versa.

Hogtalare1 - *March 16, 2017, 11:51 am*

Thank you guys. Solved it by doing two different text documents, one for coordinates and one for sprites. It all works fine now :D