

Forum:[Hack Forums](#)

Thread: [Video Batch Tutorial #2 :circle, and Bouncing ball](#)

?CARUs L?VE?™ - March 23, 2017, 1:53 pm

Hello all ^-^

[Video: <https://www.youtube.com/watch?v=91VBnW9v9-M>]

IF YOU WANT TO FOLLOW ALONG

Spoiler ([Click to View](#))Code @echo off & setlocal enableDelayedExpansion

```
call :canvas 50 40
```

```
:main
```

```
call :showCanvas
call :updateCanvas
```

```
goto :main
```

```
:canvas
```

```
set /a "width=%~1 - 1", "height=%~2 - 1", "conWidth=width + 5", "conHeight=height + 6", "_=0"
for /l %%a in (-2,1,%width%) do set "outerBuffer=!outerBuffer!#"
for /l %%a in (0,1,%width%) do set "widthBuffer=!widthBuffer! "
call :updateCanvas
call :cursorpos
if exist "%temp%\cursorpos.exe" ( set "cls="%temp%\cursorpos.exe" 0 1" ) else ( set "cls=cls"
```

```
)
```

```
mode con: cols=%conWidth% lines=%conHeight%
```

```
goto :eof
```

```
:updateCanvas
```

```
for /l %%a in (0,1,%height%) do set "_[%%a]=%widthBuffer%"
```

```
goto :eof
```

```
:showCanvas
```

```
%cls%
```

```

echo= %outerBuffer%
for /l %%a in (0,1,%height%) do echo= #!_[%%a]!#
echo= %outerBuffer%
if "%~1" equ "/u" for /l %%a in (0,1,%height%) do set "_[%%a]=%widthBuffer%"
goto :eof
goto :eof

:circle x y r
set /a "___rr=%~3"
for /l %%y in (-%___rr%,1,%___rr%) do for /l %%x in (-%___rr%,1,%___rr%) do (
    set /a "t=-___rr - 1", "S=(%%x * %%x) + (%%y * %%y) - (___rr * ___rr) - t - 1"
    if !S! geq !t! if !S! leq 1 (
        set /a "_x=%%x + %~1", "_y=%%y + %~2"
        set /a "_x2=_x + 1"
        call set "_[!_y!]=%%_[!_y!]:~0,!_x!%%~4%%_[!_y!]:~!_x2!%%"
    )
)
for %%a in (t S _x _y _x2 ___rr) do set "%%a="
goto :eof

```

CODE from video:

Spoiler ([Click to View](#)) Code @echo off & setlocal enableDelayedExpansion

```
call :canvas 50 40
```

```

set "x=25"
set "y=-1"
set "radius=3"
set "speed=2"
set "char=."

```

```
set "gravity=1"
```

```
:main
```

```
set /a "accY+=gravity + speed"
```

```
set /a "velY+=accY"
```

```
set /a "y+=velY"
```

```
set /a "accY*=0"
```

```
if !y! geq %height% set /a "y=height - radius", "velY*=-1"
```

```
call :circle x y radius %char%
```

```
call :showCanvas
```

```
call :updateCanvas
```

```
goto :main
```

```

:canvas
    set /a "width=%~1 - 1", "height=%~2 - 1", "conWidth=width + 5", "conHeight=height + 6", "_=0"
    for /l %%a in (-2,1,%width%) do set "outerBuffer=!outerBuffer!#"
    for /l %%a in (0,1,%width%) do set "widthBuffer=!widthBuffer! "
    call :updateCanvas
    call :cursorpos
    if exist "%temp%\cursorpos.exe" ( set "cls="%temp%\cursorpos.exe" 0 1" ) else ( set "cls=cls"
)
    mode con: cols=%conWidth% lines=%conHeight%
    goto :eof

:updateCanvas
    for /l %%a in (0,1,%height%) do set "_[%%a]=%widthBuffer%"
    goto :eof

:showCanvas
    %cls%
    echo= %outerBuffer%
    for /l %%a in (0,1,%height%) do echo= #!_[%%a]!#
    echo= %outerBuffer%
    if "%~1" equ "/u" for /l %%a in (0,1,%height%) do set "_[%%a]=%widthBuffer%"
    goto :eof
goto :eof

:circle x y r
    set /a "____rr=%~3"
    for /l %%y in (-%____rr%,1,%____rr%) do for /l %%x in (-%____rr%,1,%____rr%) do (
        set /a "t=-____rr - 1", "S=(%%x * %%x) + (%%y * %%y) - (____rr * ____rr) - t - 1"
        if !S! geq !t! if !S! leq 1 (
            set /a "_x=%%x + %~1", "_y=%%y + %~2"
            set /a "_x2=_x + 1"
            call set "_[!_y!]=%%_[!_y!]:~0,!_x!%%~4%%_[!_y!]:~!_x2!%%"
        )
    )
    for %%a in (t S _x _y _x2 ____rr) do set "%%a="
    goto :eof

```

:canvas, :showCanvas, :updateCanvas
 Spoiler ([Click to View](#))

:circle
 Spoiler ([Click to View](#))

:Cursorpos
 Spoiler ([Click to View](#))

Phlick - March 25, 2017, 8:41 am

fucking pointless xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

gogglebot - March 25, 2017, 9:00 am

How very rude of you Phlick. Just because you're personally shortsighted doesnt mean everyone is

Go to Specsavers