

Forum:[Hack Forums](#)

Thread: [Need help using timers for circles](#)

Bora or Hyuna - January 26, 2020, 8:23 am

Hi, I am having trouble trying to use the time_handler to basically spawn a ball every second. I have made a newBalls list where I will append each balls object into the list but the newBalls list is always empty and I have no idea why. Here is the code so for if anybody could explain to me how I would be able to spawn ball(circles) every second using the timer.

Code import SimpleGUICS2Pygame.simpleguics2pygame as simplegui

```
import random
from Vector import Vector
```

```
CANVAS_WIDTH = 600
CANVAS_HEIGHT = 300
totalBalls = 10
newBalls = []
```

```
class Ball:
```

```
    def __init__(self, pos, vel, radius, color):
        self.pos = pos
        self.vel = vel
        self.radius = radius
        self.color = color
        self.border = 1
```

```
    def draw(self, canvas):
        if(self.radius != 10):
            self.radius -= 1
        canvas.draw_circle(self.pos.get_p(), self.radius, self.border, self.color, self.color)
```

```
    def update(self):
        self.pos.add(self.vel)
```

```
class Interaction:
```

```
    def __init__(self, ball):
        self.ball = ball
```

```
    def update(self):
        for balls in self.ball:
            balls.update()
```

```
    def draw(self, canvas):
        self.update()
        for balls in self.ball:
            balls.draw(canvas)
```

```
def randCol():
    r = random.randrange (0, 256)
    g = random.randrange (0, 256)
    b = random.randrange (0, 256)
    return 'rgb('+str(r)+ ','+str(g)+ ','+str(b)+ '')
```

```
def randRad():
    rad = random.randint(10, 51)
    return rad
```

```
def randVel():
    vel = random.randint(-5, 6)
    return vel
```

```
def randBall():
    randBall = Ball(Vector(CANVAS_WIDTH / 2, CANVAS_HEIGHT / 2), Vector(randVel(),randVel()),
randRad(), randCol())
    return randBall
```

```
#balls = []
balls = [ randBall() for i in range(totalBalls) ]
```

```
def time_handler():
    global newBalls, balls
    for x in range(totalBalls):
        newBalls.append(balls[x])
```

```
interaction = Interaction(balls)
```

```
frame = simplegui.create_frame("Test", CANVAS_WIDTH, CANVAS_HEIGHT)
timer = simplegui.create_timer(1000, time_handler)
```

```
frame.set_draw_handler(interaction.draw)
frame.start()
timer.start()
```

Ri?dle - January 26, 2020, 8:36 am

Try doing

```
Code def time_handler():
    global newBalls, balls
    print(1)
    for x in range(totalBalls):
        newBalls.append(balls[x])
and see if 1 is being printed
```

Bora or Hyuna - January 26, 2020, 8:44 am

(Jan 26, 2020 09:36 AM)Ri?dle Wrote: [\[CITE\]](#) Try doing

```
Code def time_handler():  
    global newBalls, balls  
    print(1)  
    for x in range(totalBalls):  
        newBalls.append(balls[x])  
and see if 1 is being printed  
I just tried this and 1 isn't being printed out either. I am clueless as to why...
```

Charger - January 26, 2020, 8:46 am

(Jan 26, 2020 09:44 AM)Bora or Hyuna Wrote: [\[CITE\]](#) I just tried this and 1 isn't being printed out either. I am clueless as to why...

If it looks exactly like that your indentions are off and you're probably running an older version of that script.

Keep debugging by adding print before the line where that function is called. Keep going until it finally prints.

Bora or Hyuna - January 26, 2020, 9:12 am

(Jan 26, 2020 09:46 AM)Charger Wrote: [\[CITE\]](#) If it looks exactly like that your indentions are off and you're probably running an older version of that script.

Keep debugging by adding print before the line where that function is called. Keep going until it finally prints.

Wow thanks so much! I hate these indentation issues I keep having with Python, I have finally managed to solve this!

Thank you guys for the help, much appreciated.

Nomad.Null - January 26, 2020, 9:15 pm

I see that I'm late, but if it helps, I recommend using pycharm or atom.io text editor as your IDE for python. Auto indentation with tabs is much easier, and a good habit to get into for readability with all languages, not just python.

On a side note, the indentation is the only complaint I ever hear from people who start learning python as their 2nd/3rd/+ language. It's a great language, but I guess that's one habit that's hard for programmers to form when coming from other languages.

Lindros - January 27, 2020, 11:26 am

(Jan 26, 2020 10:15 PM)True Demon Wrote: [\[CITE\]](#) I see that I'm late, but if it helps, I recommend using pycharm or atom.io text editor as your IDE for python. Auto indentation with tabs is much easier, and a good habit to get into for readability with all languages, not just python.

On a side note, the indentation is the only complaint I ever hear from people who start learning python as their 2nd/3rd/+ language. It's a great language, but I guess that's one habit that's hard for programmers to form when coming from other languages.

I love Pycharm, it is so helpful in making development quicker and debugging easier.