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Thread: [Iterating through a list of objects](#)

Bora or Hyuna - February 13, 2020, 2:57 am

Hi there,

I am trying to iterate through a list of objects, what I want to do is if only 1 object in the list returns true, the program should continue until all the other objects return True.

Here is my update method:

```
Code def next_frame(self):
    global finish
    if(Clock.time%(random.randrange(1,60, 2))==0):
        self.set_frame(self.frame + 1)
    if(self.done()):
        finish = True
```

Here is my method for returning a boolean value:

```
Code def done(self):
    global finish
    if((self.frame == (self.grid_s[0]*self.grid_s[1])-1)):
        #finish = True
        return True
    else:
```

return FalseAt the current moment what this does is, when I run the program I initialise a few objects so they are run, but after my first object in the list returns True, all my other objects stops what they are doing and my program stops working. How can I make changes so that the program will stop only after all the objects have returned True. Please let me know if you need to see more of my code, thanks!

lockhead - February 13, 2020, 10:09 am

Without more code I can't say for sure but I think what you're doing is setting a global variable "finish" to the result of this condition

PHP Code

```
<?php
self.frame == (self.grid_s[0]*self.grid_s[1])-1)
```

So if this is true then finish will also be set to true and i presume finish is the control variable that stops the main loop for something.

So I guess change the condition so that it fits your goal, I dont really know how tho since I don't really understand without any context.

Bora or Hyuna - February 13, 2020, 11:49 pm

(Feb 13, 2020 11:09 AM)lockhead Wrote: [\[CITE\]](#) Without more code I can't say for sure but I think what you're doing is setting a global variable "finish" to the result of this condition

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So I guess change the condition so that it fits your goal, I dont really know how tho since I don't really understand without any context.

A friend of mine was able to help me yesterday and it finally works all I needed was to remove the explosions from the list after it was done. My god the solution was so simple.