

CoCoA-5 - Feature #1247

sleep function

26 Feb 2019 11:38 - John Abbott

Status:	Closed	Start date:	26 Feb 2019
Priority:	Normal	Due date:	
Assignee:	John Abbott	% Done:	100%
Category:	CoCoA-5 function: new	Estimated time:	1.99 hour
Target version:	CoCoA-5.3.0	Spent time:	1.90 hour
Description Consider adding a "sleep function" to CoCoA-5. This could be useful in an interactive context (e.g. the "Can't Stop" game).			
Related issues: Related to CoCoA-5 - Support #1240: John's visit Feb 2019			
		Closed	08 Feb 2019

History

#1 - 26 Feb 2019 11:42 - John Abbott

- Status changed from New to In Progress
- Assignee set to John Abbott
- % Done changed from 0 to 40

If we use C++11 then this is a relatively simple task (since C++11 already offers a decent "sleep function").

It's not clear to me how useful this really will be, but it was easy to add. Also I have modified CantStop.cpkg5 so that the game "sleeps" for about 1s after "falling off the mountain" or if there was only one possible move (which then happens automatically); it seems to be a slightly easier to follow the game with these changes.

STILL TO DO update CoCoA-5 manual.

#2 - 26 Feb 2019 11:42 - John Abbott

- Related to Support #1240: John's visit Feb 2019 added

#3 - 04 Mar 2019 18:00 - John Abbott

- Status changed from In Progress to Closed
- % Done changed from 40 to 100
- Estimated time set to 1.99 h

Checked in. Documentation. Tested. Works on Anna's computer.
Closing.