
Subject: Pongista

Posted by [tienkhoanguyen](#) on Thu, 31 Dec 2015 14:22:15 GMT

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here is "pongista". it's just the beginning however i hope to eventually finish it. enjoy the move using w, s, and q keys. thanks.

File Attachments

1) [pongista.zip](#), downloaded 880 times

Subject: Re: Jesus Christ + Pongista

Posted by [tienkhoanguyen](#) on Thu, 31 Dec 2015 15:26:57 GMT

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Honours to my real mom Huong Thi Vu
Honours to my real dad Nguyen Binh Thuy
Love to my real sister Nguyen Khoa Thuyen

Love to my real sister Nguyen Khoa Thi
Content:

I have a few ideas for this "Pongista". However I'm waiting for it to develop further. You can move the "bat" with w,s,i, and k. Then you can quit with Q. The ball doesn't make contact with the "bat" at this point in time. I'm sorry about that. I just want to get something to be working for a preview.

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Subject: Re: Jesus Christ + Pongista

Posted by [tienkhoanguyen](#) on Thu, 31 Dec 2015 16:12:57 GMT

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Honours to my real mom Huong Thi Vu and blessings of 100 years to her!
Honours to my real dad Nguyen Binh Thuy

Love to my real sister Nguyen Khoa Thi
Love to my real sister Nguyen Khoa Thuyen

Bless God for this year end New Years beginning to come game, "Pongista" a debut.

P.S.

W,S for left side

I,K for right side

Q for quit

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Subject: Re: Pongista

Posted by [tienkhoanguyen](#) on Fri, 01 Jan 2016 05:28:09 GMT

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God, Jesus Christ, is number one!hehe

Jesus Christ!hehe

Blessings to God through Jesus Christ!

Then blessings to my real mom Huong Thi Vu; may you have 100 years of happy surprises mom!

Honours to my real mom Huong Thi Vu

Honours to my real dad Nguyen Binh Thuy

Love to my real sister Nguyen Khoa Thi

Love to my real sister Nguyen Khoa Thuyen

Content: Final Edition of Pongista 1.0 hehe

Thank you God for the talent to be the programmer both my real parents always wanted.

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1) [pongista.zip](#), downloaded 821 times

Subject: Re: Pongista

Posted by [tienkhoanguyen](#) on Sat, 02 Jan 2016 17:34:39 GMT

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God, Jesus Christ, is number one.

Jesus Christ.

Well since it's the New Years and I've got to get to work I'll do a few enhancements. Normally the graphics requires assembly however I've upgraded my knowledge enough that I could do matrixes now. Did you know I failed in my matrix knowledge when I was in school? It is true. Anyways

with matrix I'm able to do sprites in C. The credits are listed in a zip file within the zip file this time for speed of loading and quitting the game. You no longer have to wait through the splash screen. However if you want you can decompress the credits and keep it in the same directory the Pongista is in. Then it should detect the splash screens and show every time you play the game!

File Attachments

1) [pongista.zip](#), downloaded 827 times

Subject: Re: Pongista

Posted by [tienkhoanguyen](#) on Sat, 02 Jan 2016 18:26:07 GMT

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God always wins!

Honours to my real father Nguyen Binh Thuy

Honours to my real mother Huong Thi Vu

Bless me with 100 years perfect programming.....

Here is a further development of a programming technique that I'm beginning to master called "matrix".

In "matrix" you are able to draw objects for your games in your code.

Usually this is not possible for me unless you have assembly language.

Well since I gave and gave and gave everything for this Christmas I'm out.

So lucky for me Borland Turbo C 2.01 is given away for free for registered users.

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1) [pongista.zip](#), downloaded 823 times

Subject: Re: Pongista

Posted by [tienkhoanguyen](#) on Sun, 03 Jan 2016 01:27:42 GMT

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Here is a special version for VetusWare. Thanks for allowing me to be on your board. I hope the advertisement helps in paying for the abandonwares. For the law enforcement people I am the producer of this software and hope that people accept it as payment for the other softwares that have been abandoned.

File Attachments

1) [Archive.zip](#), downloaded 882 times
