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Lambo car simulator games

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/* Simple car game for a 16x2 LCD monitor You can use any Hitachi HD44780 compatible LCD monitor. Wires explained on (I used LCD Electronic Brick on bus 1: rs on pin 2, rw on pin 3, activate on pin 4, data on pins 5,6,7,8) There is also a steering wheel potentiometer on analog input 1, and a Piezo speaker on pin 9 (PWM). Enjoy!#include <LiquidCrystal>; // LiquidCrystal display// You can use any Hitachi HD44780 compatible. Wires explained on// lcd(2, 3, 4, 5, 6, 7, 8);// Rat potentiometerconst POTPIN = 1;const int MAXPOT = 800; no need to turn the wheel all the way to 1023 :)// Piezo speakerconst int SPEAKERPIN = 9;const int RANDSEEDPIN = 0; an analogue pin not connected to anythingconst int MAXSTEPDURATION = 300; Start slowly, each step is 1 millsec shorter.const int MINSTEPDURATION = 150; This is as fast as it getsconst int NGLYPHS = 6;// the glyphs will be defined starting from 1 (not 0)// to enable lcd.print() of null-terminated stringsbyte glyphs[NGLYPHS][8] = { // 1: car up { B00000, B01110, B11111, B01010, B00000, B00000, B00000, B00000} // 2: car down {B00000, B00000, B00000, B00000, B01110, B11111, B01010, B00000} // 3: truck up {B00000, B11110, B11111, B01010, B00000, B00000, B00000, B00000} // 4: truck down {B00000, B00000, B00000, B00000, B11110, B11111, B01010, B00000} // 5: crash up {B10101, B01110, B01110, B10101, B00000, B00000, B00000, B00000} // 6: crash down {B00000, B00000, B00000, B10101, B01110, B01110, B10101, B00000};const int NCARPOSITIONS = 4;// Each position is mapped to a column of 2 glyphs// Used to make sense when I had a 5th position// where car or crash was drawn as 2 glyphs// (can't do that since 0 terminates strings) // so it's a little silly now, but it's not broken :)const char BLANK=32;char car2glyphs[NCARPOSITIONS][2] = { {1,BLANK},{2,BLANK},{BLANK,3},{BLANK,4}},{BLANK,2};char truck2glyphs[NPOSITIONCARPOSITIONS][2] = { { {3,BLANK},{4,BLANK},{BLANK,3},{BLANK,4}},{char crash2glyphs[NCARPOSITIONS][2] = { {5,BLANK},{6,BLANK},{BLANK,5},{BLANK,6}};const int ROADLEN = 15; LCD width (do not count our car) int road [ROADLEN]; location of other cars road_buff[2+ROADLEN]; aux-string for drawRoad()int road_index;int car_pos;// Off-the-grid position means empty column, so MAXROADPOS/ determines the probability of a car in a column/ e.g. 3^NCARPOSITIONS gives p=1/3const int MAXROADPOS = 3^NPOSITIONCARS;int step_duration;int crash; true if crashedunsigned int crashtime; millis() when crashedconst int CRASHSOUNDURATION = 250;const char *INTRO1=Trucks ahead;const char *INTRO2=Drive carefully;const int INTRODELAY = 2000;void setup(){ crashtime = road_index = 0; step_duration = MAXSTEPDURATION; road_buff[1+ROADLEN] = 0; // null terminate it randomSeed(analogRead(RANDSEEDPIN)); for (int i=0; i in lcd.createChar(+1, glyphs[i]); } for (int i=0; i in road[i]= 1; } analogWrite(SPEAKERPIN,0) to be on the safe side lcd.begin(16,2) getSteeringWheel(); drawRoad() lcd.setCursor(1,0) lcd.print(INTRO1) lcd.setCursor(1,1) lcd.print(INTRO2) delay(INTRODELAY); invalid loop() (unsigned long now = millis()-INTRODELAY); if (!crash) { getSteeringWheel(); crash = (car_pos==road[road_index]); } if (crash) { (!crashtime) { crashtime=now; drawRoad(); // Game of text // keep the first 2 crash columns intact}; lcd.setCursor(2,0); lcd.print(Crash after); lcd.setCursor(2,1); lcd.print(now/1000); lcd.print( seconds.); } if ((now-crash time) analogWrite(SPEAKERPIN,random(255)); // white noise } other { analogWrite(SPEAKERPIN,0); // dramatic silence after crushing ; } delay(10); // Wait a little between writes } second { int prev_pos = road[(road_index-1)%ROADLEN]; int this_pos car_pos (abs(this_pos-prev_pos)&lt;2) (= dont= jam= the= road= this_pos=random(MAXROADPOS); ) = road[road_index]=this_pos; road_index=(road_index+1)%ROADLEN; drawroad();= delay(step_duration);= if= (step_duration=&gt;MINSTEPDURATION) { step_duration--; // go faster ;}void getSteeringWheel() { car_pos = map(analogRead(POTPIN),0,1024,0,NCARPOSITIONS); void drawRoad() { for (int i=0; i&lt;2; i++) (= if= (crash)= (= road_buff[i]=crash2glyphs[car_pos][i]; ) = else= (= road_buff[0]=car2glyphs[car_pos][i]; ) = for = (int= =0; = int= pos=road[(j+road_index)%ROADLEN]; road_buff[j+1]=pos&gt;=0 &amp;&amp; pos ) lcd.setCursor(0,i); lcd.print(road_buff); } In a sea of visceral first-person shooters and RPGs, it's easy to forget slower games. Simulation games are all about taking things slowly, so you can take the role of someone else, fit with all the trials and tribulations that come with this position. Here we have compiled a list of the most immersive and impressive simulation titles available. Before diving in, it should be noted that all the titles below are on PC. Even those that have been ported to consoles were developed for PC first, with Xbox controller support coming later. While it's disappointing for those without a high-performance gaming PC, our choices are best suited for a keyboard and mouse as you need access to a lot of information very quickly. In addition, we have avoided duplicate records for a particular type of simulation. For example, there are a ton of amusement park simulators, but we are only including our favorite. And if you're looking for flight simulators, we've found them, too. Cities: Skylines Cities: Skylines released at an interesting time, making its way onto virtual shelves just months after EA's disastrous reboot of SimCity. One of the most important features of Cities was that you didn't need an active internet connection, which SimCity required. Although it was enough for city simulation fans to jump ship, it turns out Cities: Skylines are just a better game. The core of the game is the same, though: You start with a two-by-two-kilometre area where you can that build veje, zoneinddeling areas and build buildings. The hand that your city grows.&lt;2;&gt; &lt;2;&gt; &lt;2;&gt; Can buy nearby plots of land, expand your metropolis. Bottom of Cities: Skylines has a wealth of content, but Paradox, the developer, has supported it with a load of DLC since its launch. With everything, you can build casinos, football stadiums, concert venues, and more. Football Manager 2020 For the uninitiated, Football Manager 2020 looks like a slightly different start to sports matches, which is why he is quickly written off. But it is extremely popular among key players, with players often pouring hundreds of hours into each of the annual releases. In the game, you run a football club (to be the soccer of the United States). In addition to watching games play out, you will acquire new players for your team, retire old, create complex plays for your team to perform, and negotiate transfers. In short, Football Manager 2020 puts you in the less realistic shoes of Brad Pitt in Moneyball, but with the European definition of football. PC Building Simulator PC Building Simulator has no right to be as fun as it is. In main story mode, you play as a repairperson for pre-built computers. Every morning, you'll receive emails with client requests to upgrade their storage space, add more powerful hardware, and more. You order the parts, wait for your computer to arrive, make the necessary changes, and collect some money to build your store. Career mode is fun, but PC Building Simulator comes to its right with Free Build. In this mode, you can build the desired PC with licensed components from AMD, Cooler Master, EVGA, MSI, Gigabyte and more. Although the game doesn't fully capture what it's like to build a PC, it comes close so that newbies can understand the basics of what needs to be connected where. Two Point Hospital Two Point Hospital is a spiritual successor to 1997's Theme Hospital. Although the original game was simply a follow-up to a roller coaster simulator titled Theme Park, it quickly became a cult classic with its unique art style and over-the-top scenarios. Two Point Hospital continues this lineage, just with updated graphics and more mechanics. Your hospital starts with nothing more than a welcome desk. From there, you are tasked with building bathrooms, intensive care units, offices and more. As your hospital grows in popularity - which is a strange concept, really - you can hire more respected staff and build more advanced rooms to better serve your patients. Not for Broadcast Not for Broadcast gives another spin on the often outdated simulation genre. Instead of running a hospital, city or amusement park, you take on the role of operator of the National Nightly News. Fresh out of cleaning duties, you are swept into the control room, where a powerful, controlling government tries to dictate all your movements. The game is currently in Steam Early Access, and features three full chapters of gameplay (the game must have 10 at launch). Choice something in Not for Broadcast, and the stakes are high. That said, developer NotGames balances NotGames with over-the-top satire and ridiculous FMV clips. Kerbal Space Program Kerbal Space Program is one of the best PC games of all time and should be a staple in any Steam library. You control the space program of an alien race known as Kerbals in the game. For the most part, you want to build spaceships, figure out which components can reach the stars, and that can hardly get you off the ground. Once you've reached space, you can explore new planets, create space stations, and use satellites to scan nearby planets. Despite its adorable aesthetic, the Kerbal Space Program may be the tenest space simulator available, balancing humor and science to create a game that can transition between mentally compelling and mindlessly fun with ease. Planet Coaster Planet Coaster is a new fantasy of the Roller Coaster Tycoon series, developed and released by Frontier Developments, which also created some extensions for roller coaster tycoon 2 and thrillville series. If you're looking for a modern spin on roller coaster tycoon game, Planet Coaster is for you. Like the games that preceded it, you can staff your park with janitors, security and more, as well as build concessions and gift shops for your patrons to browse. The game comes to its right when you start building coasters, however. You can freely add effects, music and more, either from the game library of assets or from your computer. The community around Planet Coaster is also great, with some players using the flexibility of building tools to create jaw-dropping parks and rides. The Sims 4 We can't make a list of the best simulator games without talking about The Sims. Instead of putting you in a strong position as a controller in a city or amusement park, The Sims puts you in the role of person. With your Sim, you can build your home, friends, career, and life the way you want. The Sims 4 is a casual game through, but that's not a bad thing. It's the perfect game to relax and experiment with what might be rather than what is. Suitable for a bustling community and plenty of vanilla content, The Sims 4 is a huge game for players to pour hundreds of hours into. Inspired by games like Theme Hospital and Dungeon Keeper, Prison Architect manages every aspect of your prison. Of course, you need to create cells and hold areas for prisoners and worry about plumbing, food and free-roaming regions. As you find your way through story mode, you'll encounter five characters to monitor. These characters are all criminals with complex and intriguing stories you'll be privy to as you wander through the deserted concrete corridors. All this security is not for nothing: you will have to contain a number of criminals, from dangerous mob bosses to murderers. Once you have built up security, you can switch sides and become a trying to break free the perimeters you just created. Euro Truck Simulator 2 Euro Truck Simulator 2 has achieved a high 97% rating on Steam, making it one of the most ubiquitous beloved games around. The numbers don't lie. This rating score means that Euro Truck Simulator 2 is likely to be your new favorite simulator game. Euro Truck Simulator 2 may seem simple and boring at first glance, but it will suck you in. As the game goes on, there are many customizable look and performance details for your truck. Other details that cry gameplay are building garages, hiring truck drivers, and overseeing your truck fleet business. Recommendations for editors
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