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In [1]: from rlgridworld.gridenv import GridEnv
import numpy as np
import matplotlib.pyplot as plt

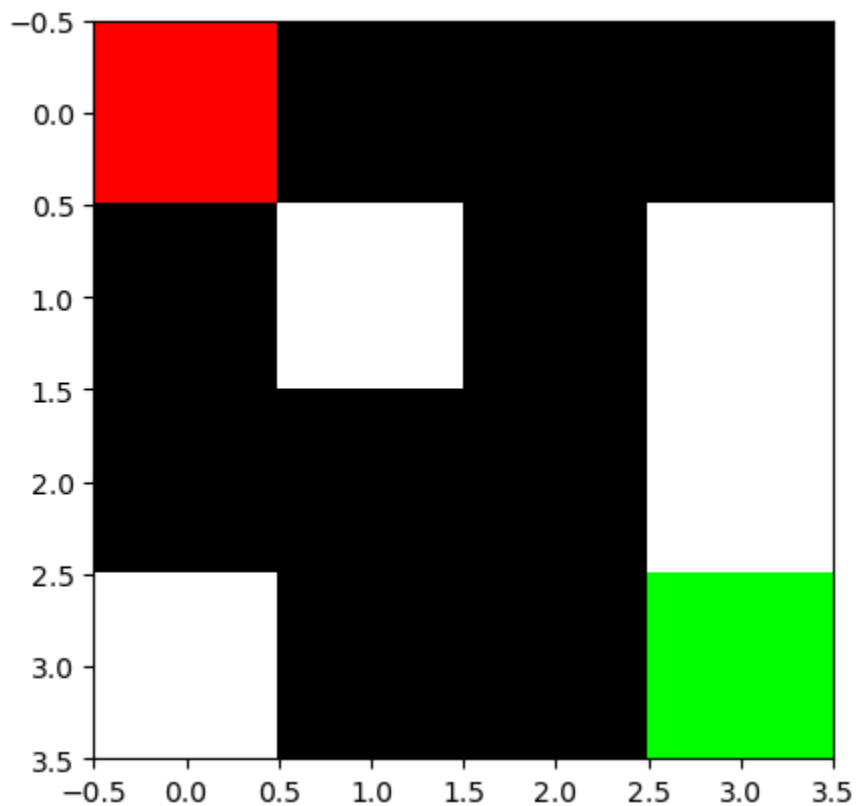
env = GridEnv(load_chars_rep_from_dir='', init_chars_representation='A 0 0 0')
env.reset()
print(env.chars_world)
plt.imshow(env.chars_world_to_rgb_array(env.chars_world))
```

```
[['A' '0' '0' '0']
 ['0' 'W' '0' 'W']
 ['0' '0' '0' 'W']
 ['W' '0' '0' 'T']]
```

C:\Anaconda\lib\site-packages\gym\spaces\box.py:127: UserWarning: WARN: Box bound precision lowered by casting to float32

```
logger.warn(f"Box bound precision lowered by casting to {self.dtype}")
```

Out[1]: <matplotlib.image.AxesImage at 0x184fb2afa90>



```
In [2]: o=env.step(action = env.actions.DOWN())
print(o[1], o[3])
```

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AttributeError                                Traceback (most recent call last)
~\AppData\Local\Temp\ipykernel_25096\639575712.py in <module>
----> 1 o=env.step(action = env.actions.DOWN())
      2 print(o[1], o[3])

C:\Anaconda\lib\site-packages\rlgridworld\gridenv.py in step(self, action)
    199         'move_result': result,
    200     }
--> 201     self.render(mode=self.render_mode)
    202     return obs, reward, done, info
    203

C:\Anaconda\lib\site-packages\rlgridworld\gridenv.py in render(self, mode)
    271     return None
    272     elif mode == "human":
--> 273         cv2.imshow("Game", self.canvas)
    274         cv2.waitKey(10)
    275     elif mode == "single_rgb_array":

AttributeError: 'GridEnv' object has no attribute 'canvas'
```

```
In [ ]:
```