

Issue & FAQs

2024/07/11

Issue

The time to create a game increases as the number of games increases

```
def _identify_word(self):
    screenshot = ImageGrab.grab(bbox = self.region)
    self.identify_word = pytesseract.image_to_string(screenshot).strip()

    if self.word == self.identify_word:
        print(f"Sucessful identify {self.identify_word}")
        print("")
        self.click_success = True
        self.failures = 0

    else:
        print(f"Word: {self.word}")
        print(f"Identify word: {self.identify_word}")
        self.click_success = False

# ===== Add this line into _identify_word() in class Click =====
    if self.item != create_game:
# =====
        self.failures += 1
        if self.failures >= self.max_failures:
            self.terminate_simulator()
```

Fail to press enter because the delay of game UI

```
first_attention_ok_clicker = Click(first_attention_ok)
while not first_attention_ok_clicker.click_success:
    first_attention_ok_clicker._identify_word()
    if first_attention_ok_clicker.click_success:
        time.sleep(0.5)
        enter()
        time.sleep(0.5)

# ===== Add this while loop into all nice & ok blocks =====
    while True:
        first_attention_ok_clicker._identify_word()
        if first_attention_ok_clicker.click_success:
            print("Word still identified after pressing enter,
pressing enter again.")
            enter()
            time.sleep(0.5)

        else:
            print("Word no longer identified after pressing enter.")
            print("")
            break # break the while True loop
    break # break the while not loop

    else:
        time.sleep(0.5)
# =====
```

Integrate OOTP_File into OOTP_Simulator

```
# 1. Add a Remove .lg folder func. into OOTP_File (To prevent not enough
storage)
def remove_lg_folders(self):
    """
    Remove all ".lg" folders in base_dir
    """
    for item in os.listdir(self.base_dir):
        item_path = os.path.join(self.base_dir, item)
        if item.endswith('.lg') and os.path.isdir(item_path):
            shutil.rmtree(item_path)
            print(f"Removed folder: {item}")

# 2. Change main() of OOTP_File into other name (such as ootp_file)
def ootp_file():
    base_dir = '/path/to/saved_games'
    organized_path = '/path/to/organized_path'

    for item in os.listdir(base_dir):
        ...

# ===== Add remove_lg_folders() here =====
    file_operator.remove_lg_folders()
# =====

# 2.5 import in ootp_simulator
from ootp_file import ootp_file

# 3. Move & Remove in main() of ootp_simulator
def main():
    ...

# ===== Add a "start_game" parameter to help code decide when to Move &
Remove folders =====
    start_game = 351

# ===== Add a while loop outside the for loop =====
    while True:
        for file_index in df.index[start_game:start_game + 1]:
            ...

            gc.collect() # Garbage Collector, it may help when loop
through hundred of games
            start_game += 1
```

```
# ===== Execute ootp_file() every 100 games =====  
    if start_game % 100 == 0:  
        ootp_file()  
        print(f"Move and Delete Game files before {start_game}")
```

FAQ

The position of Next month

The position of "Next month" will be slightly different, depending on whether there is a game today. It's ok if your mouse click on "Next week" before Mar. 20th.

