



Here's a nice and easy project to get your teeth into. A paint allows you to create simple pictures on your computer screen. With mouse and keyboard controls added we can change the size and colour of our paint brush. Start **FUZE STUDIO** and go to the Editor [**F2**] or if you are in the Editor then clear any existing code and type in the code in the **black box on the left** below:

Enter and **RUN** [**F3**] the code. Move the mouse around and then press and hold down the left mouse button.

The **MOUSEON** command tells **FUZE BASIC** to make sure the mouse pointer is displayed as it is normally off by default.

A couple of variables are used to store the paint colour (**paintColour**) and the brush size (**brushSize**).

## MOUSEON

**paintColour** = 10

**brushSize** = 20

## LOOP

**COLOUR** = **paintColour**

**GETMOUSE** (**x**, **y**, **button**)

**IF** **button** = 1 **THEN** **CIRCLE** (**x**, **y**, **brushSize**, 1)

**UPDATE**

**REPEAT**

Then we start a loop, set the graphics colour and read the position and button state of the mouse.

The **IF** **button** = 1 statement checks to see if the left mouse button is being pressed and if so draw a **CIRCLE** at the mouse **x**, **y** coordinates with a radius defined by **brushSize**.

The screen is then updated with the **UPDATE** statement and the end of the **LOOP** is reached at **REPEAT** so the program jumps back to the **LOOP** statement and does it all again.

Now adapt your code to include the code on the right. Everything needs to go after the "**IF** **button** **THEN** **CIRCLE**" statement and before the "**UPDATE**".

The first lines check to see if the **C** or **S** keys are pressed and if so adjust the **paintColour** and **brushSize** variables.

Notice we also check to see if the variables go **too high** and if so **reset** them.

Next we **print** the values of **brushSize** and **paintColour** on screen so we can see what they are.

We see if the spacebar is pressed with: **IF** **SCANKEYBOARD** (**SCANS**SPACE) = **TRUE** and if so clear (**CLS**) the screen.

**IF** **button** = 1 **THEN** **CIRCLE** (**x**, **y**, **brushSize**, 1)

**IF** **SCANKEYBOARD** (**SCANC**) = **TRUE** **THEN**

**paintColour** = **paintColour** + 1

**IF** **paintColour** > 29 **THEN** **paintColour** = 0

**WAIT** (0.02)

**ENDIF**

**IF** **SCANKEYBOARD** (**SCANS**) = **TRUE** **THEN**

**brushSize** = **brushSize** + 5

**IF** **brushSize** > **GHEIGHT** / 4 **THEN** **brushSize** = 2

**WAIT** (0.02)

**ENDIF**

**INK** = **WHITE**

**PRINTAT** (0, 0); "Brush Size: "; **brushSize**; " "

**INK** = **paintColour**

**PRINTAT** (0, 1); "Paint Colour: "; **paintColour**; " "

**IF** **SCANKEYBOARD** (**SCANS**SPACE) = **TRUE** **THEN** **CLS**

**UPDATE**

**REPEAT**