



Here's a nice and easy project to get your teeth into. Painter allows you to paint 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 BASIC** and go to the Editor (**F2**) or if you are in the Editor then clear any existing code and type in the listing 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**

We then 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**.

We now 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 display the vales of **brushSize** and **paintColour** on screen so we can see what they are.

Finally we check to see if the spacebar is pressed with;

**IF SCANKEYBOARD (SCANSPACE) = 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 (SCANSPACE) = TRUE THEN CLS**

**UPDATE**

**REPEAT**