designblocks beta

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Blocks Guide

control	
	All blocks under this hat block will run once
	All blocks under this hat block will loop forever
	Repeat the inner stack of blocks **10** times
	If the boolean is true, then execute the inner stack of blocks. A boolean block is any block shaped like 
	Wait for **1** second
	Stop all execution
transforms (See handouts to learn more about transforms)	
	Move the nib **50** pixels in the current direction
	Move to the coordinates x = **0** and y = **50**
	Return the x position of the nib
	Return the y position of the nib
	Rotate the nib by **30** degrees to the right
	Set the rotation to **90** degrees
	Return the rotation of the nib
	Set the scale of the nib to **200%** (100% is normal size)
	Return the scale of the nib
	If the nib is off the canvas, return **true**. Otherwise, return **false**.
shapes	
	Draw a **50** pixel line in the current direction
	Draw a line from the current position to x = **0** and y = **50**
	Draw a filled rectangle that is **30** pixels by **50** pixels
	Draw an outlined rectangle that is **30** pixels by **50** pixels
	Draw a filled ellipse that is **30** pixels by **50** pixels
	Draw an outlined ellipse that is **30** pixels by **50** pixels
	Draw the text **design**
	Set the outline brush size to **1** pixel thickness
	Return the current brush size
fill	
	Clean the entire canvas and restore all values to defaults
	Fill the background with the current color
colors (See handouts to learn more about colors)	
	Set the current color to **red** *Note: this also changes the hue, saturation and lightness accordingly*
	Set the current color's hue to **0**

set saturation 100	Set the current color's saturation to **100**
set lightness 50	Set the current color's lightness to **50**
set transparency 0	Set the current color's transparency to **0** (opaque)
hue	Return the current color's hue
saturation	Return the current color's saturation
lightness	Return the current color's lightness
transparency	Return the current color's transparency
math and logic	
10 + 10	Add **10** and **10**
10 - 10	Subtract **10** from **10**
10 * 10	Multiply **10** by **10**
10 / 10	Divide **10** by **10**
10 % 10	Return **10** modulo **10**
10 < 10	Return **10** less than **10**
10 = 10	Return **10** equals **10**
10 > 10	Return **10** greater than **10**
and	If both booleans are true, return **true**. Otherwise, return **false**
or	If either boolean is true, return **true**. Otherwise, resturn **false**
not	If the boolean is true, return **false**. If the boolean is false, return **true**
1 to 100	Return a random number from **1** to **100**
round 1.5	Round **1.5** to the nearest integer
mouse (See handouts to learn more about interactivity)	
mouse x	Return the x position of the mouse
mouse y	Return the y position of the mouse
mouse pressed	If the mouse is pressed, return **true**. Otherwise, return **false**
variables	
v	Return the current value of variable **v**
set v to 0	Set variable **v** to **10**
change v by 1	Change variable **v** by **10**
test	Call the procedure under the corresponding hat: test
test	Blocks under this hat will run when this block is called: test
extras	
flickr mountain 	Enter a search keyword, press enter, and see result image from http://www.flickr.com search Draws the resulting flickr image
COLOURlovers love	Set the current color to the result of a **love** keyword search on http://www.colourlovers.com
camera image	Draw the current camera image
camera motion	Return a value of detected camera motion
loudness	Return a value of detected microphone volume
push	Push the current transformation onto the stack
pop	Pop a transformation from the stack