Blossom

67,8 x 62 mm

PRO

1

Create a new Embroidery-Object for the head.
(see Create Embroidery-Objects Tutorial)

When scene starts
Set variable degree to 90
Repeat 6 times
Place at x: -7 y: 64
Broadcast and wait sew up
Point in direction "degree" degrees
Move 10 steps
Broadcast and wait petal
Change variable degree by 60
Broadcast and wait sew up
End of loop

Check out the "Sew up" Tutorial.

Tap "new" to create a new message.

2

Create a new skript.

When you receive petal
Set variable width to 5
Repeat 8 times
Start zigzag stitch with length 1 and width "width"
Move 10 steps
Change variable width by 1
End of loop

This part belongs to (2).

Repeat 14 times
Start zigzag stitch with length 1 and width "width"
Move 10 steps
Turn left - 360 ÷ 35 degrees
Change variable width by - 0.5
End of loop
Turn right 130 degrees
Repeat 8 times
Start zigzag stitch with length 1 and width "width"
Move 10 steps
Turn left 360 ÷ 25 degrees
Change variable width by 1
End of loop

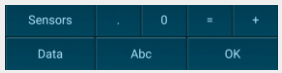
This part belongs to (2).

Repeat 8 times
Start zigzag stitch with length 1 and width "width"
Move 10 steps
Turn left - 360 ÷ 28 degrees
If "width" > 5 is true then
Change variable width by - 1
End if
End of loop

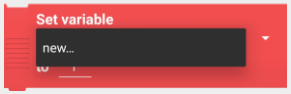
3

Check the bricks, if it still doesn't work.

You'll find the variable in data.



Tap "new" to create a new variable.



Attention:
In this tutorial minus signs are often used. Have you missed some?

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CODE'N'STITCH
bits4kids