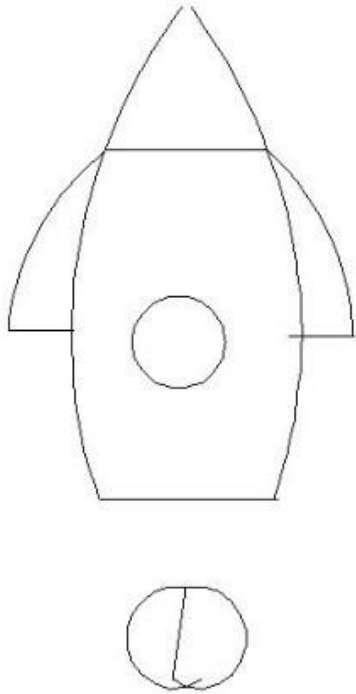


# Rocket



84,2 x 42,6 mm

## PRO

**1** Create a new Embroidery-Object.  
(see *Create Embroidery-Objects Tutorial*)

**2** When scene starts

- Broadcast and wait Body
- Broadcast and wait Top
- Broadcast and wait Window
- Broadcast and wait Wings

**3** When you receive Body

- Point in direction 200 degrees
- Repeat 22 times
  - Stitch
  - Move 10 steps
  - Turn left  $360 \div 200$  degrees
- End of loop

Tap "new" to create a new message.

Then choose a name.

This part belongs to (3).

- Stitch
- Point in direction 90 degrees
- Repeat 11 times
  - Stitch
  - Move 10 steps
- End of loop
- Stitch
- Place at x: 0 y: 0
- Point in direction 90 degrees
- Repeat 10 times
  - Stitch
  - Move 10 steps
- End of loop
- Stitch
- Point in direction 160 degrees
- Repeat 22 times
  - Stitch
  - Move 10 steps
  - Turn right  $360 \div 200$  degrees
- End of loop
- Stitch

**4**

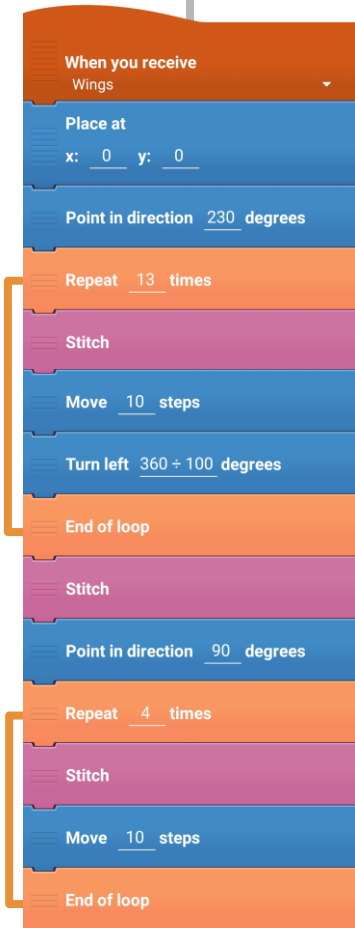
- When you receive Top
- Place at x: 0 y: 0
- Point in direction 20 degrees
- Repeat 10 times
  - Stitch
  - Move 10 steps
  - Turn right  $360 \div 198$  degrees
- End of loop
- Stitch
- Place at x: 100 y: 0
- Point in direction 340 degrees
- Repeat 10 times
  - Stitch
  - Move 10 steps
  - Turn left  $360 \div 198$  degrees
- End of loop
- Stitch

**5**

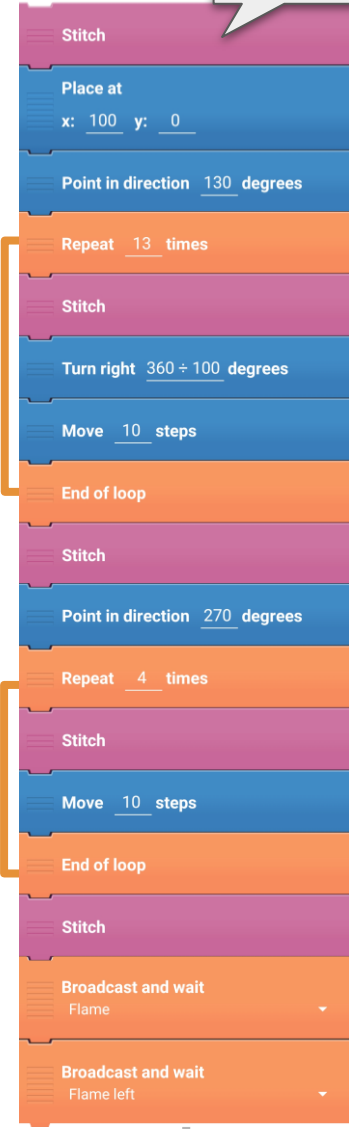
- When you receive Window
- Place at x: 50 y: -90
- Point in direction 90 degrees
- Repeat 18 times
  - Stitch
  - Turn right  $360 \div 18$  degrees
  - Move 10 steps
- End of loop
- Stitch

Turn around

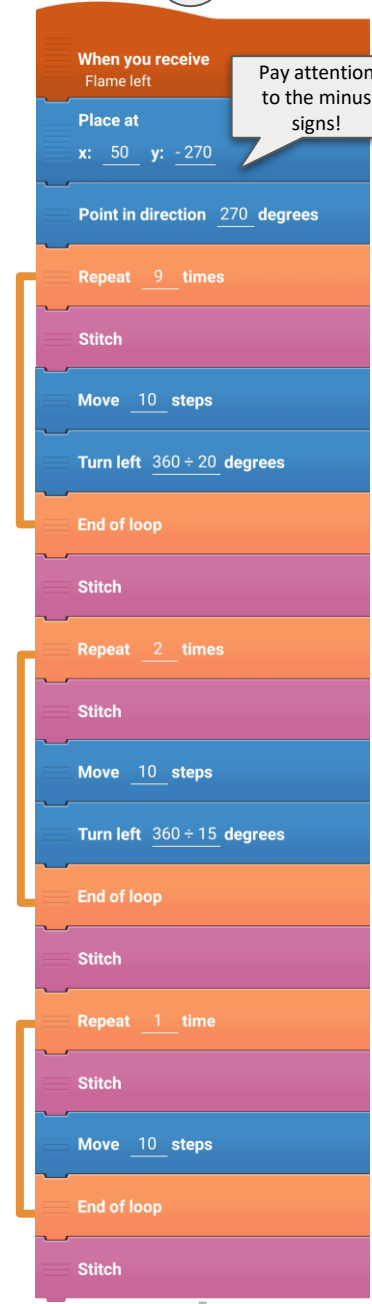
6



This part belongs to (6).

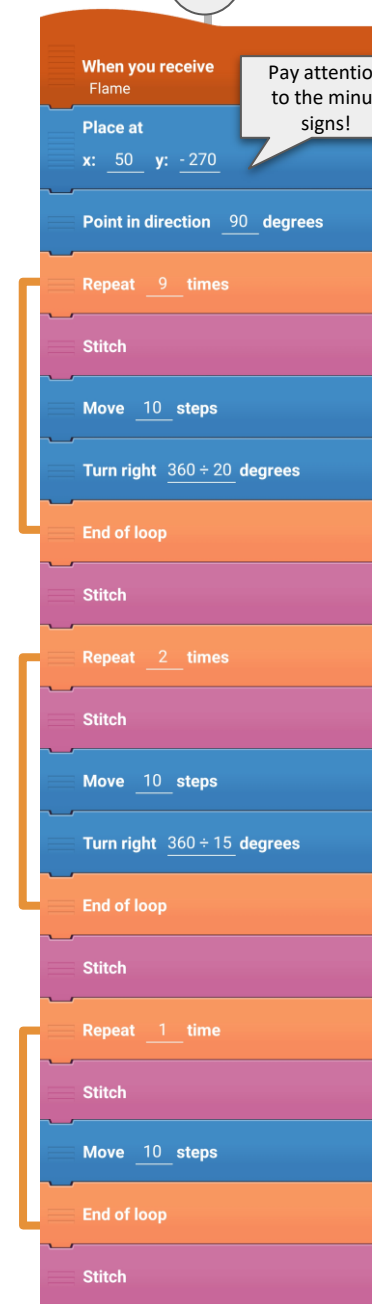


7



Pay attention to the minus signs!

8



Pay attention to the minus signs!

9

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