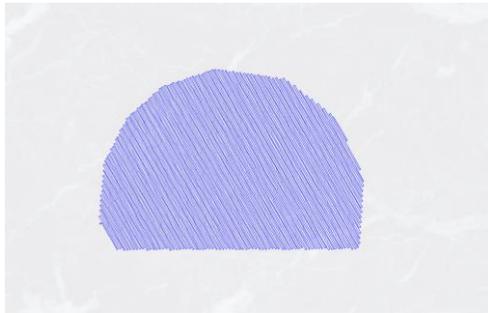


# Fill Areas



? x ? mm

## MEDIUM

- 1 Create or draw an object that you want to fill.
- 2 Create a second object with the following script:
- 3 This broadcast fills the first object line by line.
- 4 Embroider a line in the object to be filled.
- 5 At the end of the line, rotate 180 degrees and move 1 to the right.

```

When scene starts
  Set size to 10 %
  Set variable density to 0.8
  Set variable stop to 1
  Set variable angle to 30
  Set variable innerlength to 20
  Set variable outer to 0
  Point in direction "angle" degrees
  Place at x: -146 y: 85
  Repeat until touches actor or obj... is true
    Change x by 1
  End of loop
  Broadcast and wait fillObject
  
```

```

When you receive fillObject
  If "stop" = 1 is true then
  If touches actor or object(fill... is true then
    Broadcast and wait oneLine
    Broadcast and wait fillObject
  Else
    Broadcast and wait turn
  Set variable outer to 0
  End if
  Broadcast and wait fillObject
  End if
  
```

```

When you receive oneLine
  Move "innerlength" steps
  If touches actor or object(fill... is true then
    Stitch
  Else
    Move -"innerlength" steps
  Broadcast and wait move
  End if
  
```

```

When you receive move
  Move 1 step
  Change variable outer by 1
  If touches actor or object(fill... is true then
    Broadcast and wait move
  End if
  
```

```

When you receive turn
  Stitch
  If direction = "angle" is true then
    Turn right 90 degrees
    Move "density" steps
    Turn right 90 degrees
    Move "outer" steps
    Move 2 x ("innerlength" + 3) steps
  Stitch
  Else
    Turn left 90 degrees
    Move "density" steps
    Turn left 90 degrees
    Move "outer" steps
    Move "innerlength" + 3 steps
  Stitch
  End if
  If not touches actor or object... is true then
    Change variable stop by -1
  End if
  
```