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'pumpkin.bas by Gordon - 18/10/2009
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nomainwin

WindowWidth=600
WindowHeight=600
UpperLeftX=Int((DisplayWidth-WindowWidth)/2)
UpperLeftY=Int((DisplayHeight-WindowHeight)/2)

open "Pumpkin Time !" for graphics as #1

#1 "trapclose [quit]"

#1 "down"
#1 "backcolor black; place 0 0 ;boxfilled 100 200"
#1 "backcolor white; color white; place 0 0 ;boxfilled 100 100"
#1 "backcolor black; place 50 50 ;circlefilled 50"
#1 "backcolor 220 130 8 ;place 50 150 ;circlefilled 50"
#1
"color black ;ellipsefilled 100 100; ellipsefilled 70 100 ;ellipsefill
ed 30 100"

#1 "getbmp pumpkin 0 0 100 200"
#1 "addsprite pumpkin pumpkin"

#1 "backcolor black; place 0 0 ;boxfilled 30 60"
#1 "backcolor white; color white; place 0 0 ;boxfilled 30 30"
#1 "backcolor black; place 15 0; piefilled 80 60 70 40"
#1 "backcolor green; place 15 30; piefilled 80 60 70 40"
#1 "getbmp pumpkineye 0 0 30 60"
#1 "backcolor darkgreen; place 15 30; piefilled 80 60 70 40"
#1 "getbmp pumpkineye8 0 0 30 60"

#1 "fill blue"
#1 "getbmp bg 0 0 600 600"
#1 "background bg"

' animation
#1 "spritexy pumpkin 200 200"
for t = 1 to 100
#1 "spritescale pumpkin ";t
#1 "drawsprites"
next t
```

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for t = 1 to 3
#1 "addsprite pumpkineye";t;" pumpkineye"
next t

for t = 4 to 7
#1 "addsprite pumpkineye";t;" pumpkineye"
next t

#1 "addsprite pumpkineye8 pumpkineye8"

#1 "spritescale pumpkineye1 80;spritexy pumpkineye1 215 220"
#1 "spritescale pumpkineye2 80;spritexy pumpkineye2 260 220"
#1 "spritescale pumpkineye3 80;spritexy pumpkineye3 238 230"

for t = 4 to 7
#1 "spritescale pumpkineye";t;" 80"
#1 "spritexy pumpkineye";t;" ";220+(t-4)*13;" 260"
next

#1 "spriteorient pumpkineye8 flip"
#1 "spritescale pumpkineye8 80 ;spritexy pumpkineye8 235 175"

'playwave "Ee_rev.wav", async
playwave "chimes.wav", async
'playwave "Windows XP Startup.wav", async

#1 "drawsprites"
wait

[quit]
close #1
end
```

Gordon