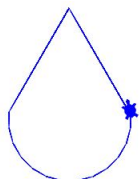
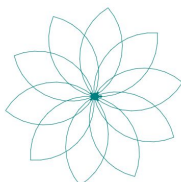
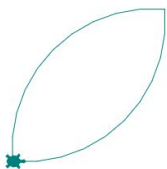
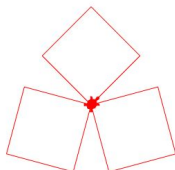
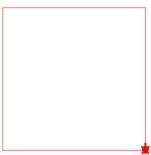
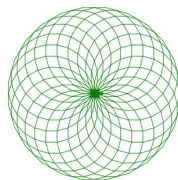
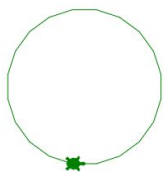
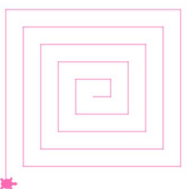
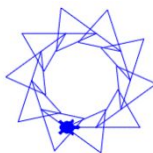
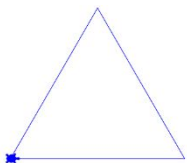




KODEKORT FOR BEETLE BLOCKS

Kom i gang med tegning



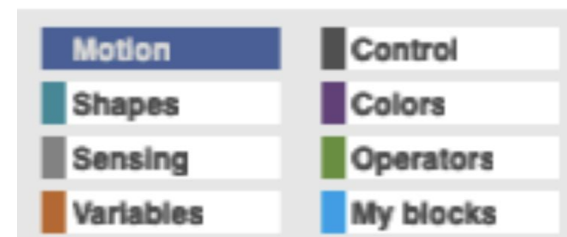
Gå til nettsiden

Åpne **nettleseren** og **nettsiden**:
<http://beetleblocks.com>

Og start programmet ved å trykke på ikonet øverst til høyre



Funksjonsklosser



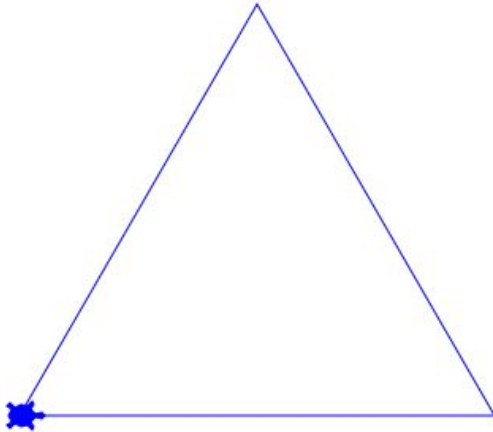
Øverst til venstre ser du klossekategoriene. Der finner du alle klossene du skal bruke.

Søkefunksjon



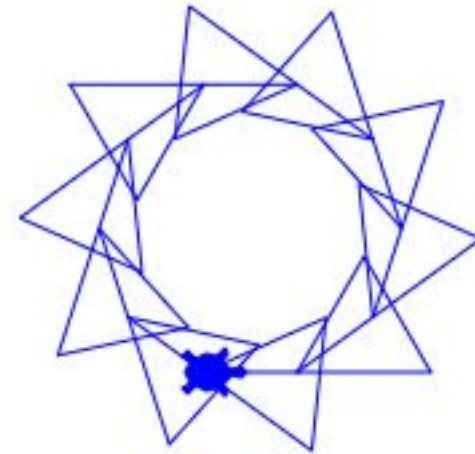
Du kan også søke opp klossene ved å skrive inn i søkefeltet etter å ha valgt forstørrelsesglasset.

Trekant



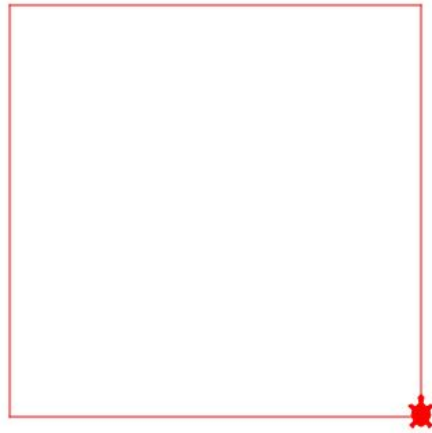
```
when clicked
  reset
  start drawing lines
  set hue to blue
  repeat 3
    move 5
    rotate z by 120
```

Flere trekanter



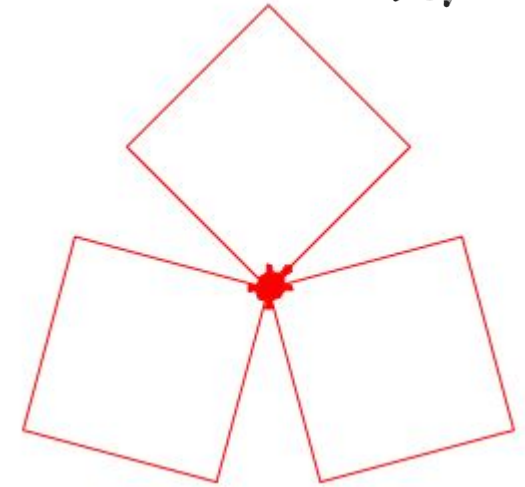
```
when clicked
  reset
  start drawing lines
  set hue to blue
  repeat 10
    move 2
    repeat 3
      move 5
      rotate z by 120
    rotate z by 36
```

Firkant



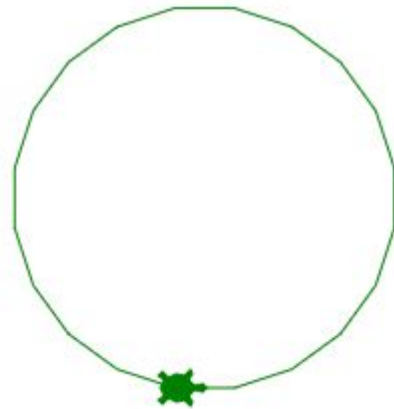
```
when green flag clicked
  reset
  start drawing lines
  set hue to red
  repeat 4
    move 4
    rotate z by 90
```

Flere firkanter



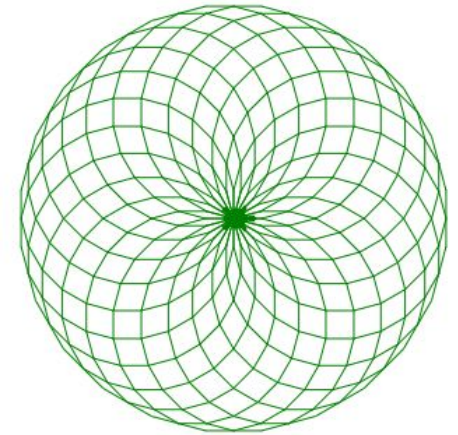
```
when green flag clicked
  reset
  start drawing lines
  set hue to red
  repeat 3
    repeat 4
      move 4
      rotate z by 90
    rotate z by 120
```

Sirkel



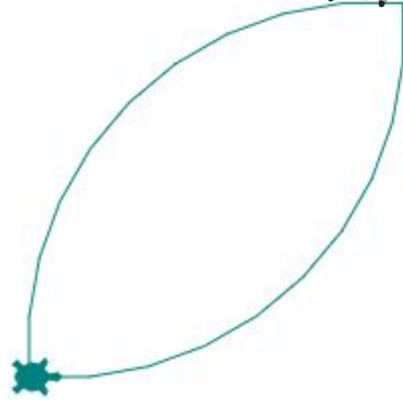
```
when clicked
  reset
  start drawing lines
  set hue to 110
  repeat 24
    move 1
    rotate z by 15
```

Flere sirkler



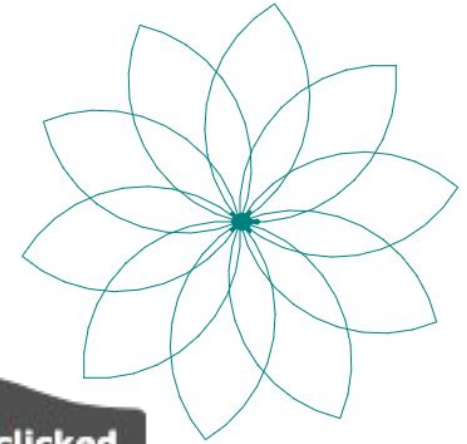
```
when clicked
  reset
  start drawing lines
  set hue to 110
  repeat 24
    repeat 24
      move 1
      rotate z by 15
    rotate z by 15
```

Blad



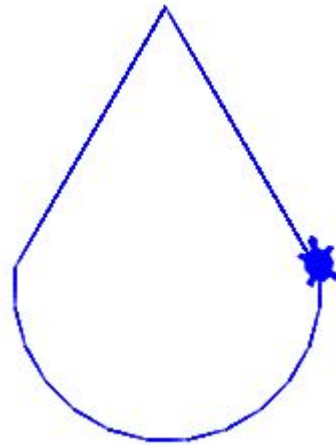
```
when clicked
  reset
  start drawing lines
  set hue to green
  repeat 2
    repeat 10
      move 1
      rotate z by 10
    rotate z by 80
```

Blomst



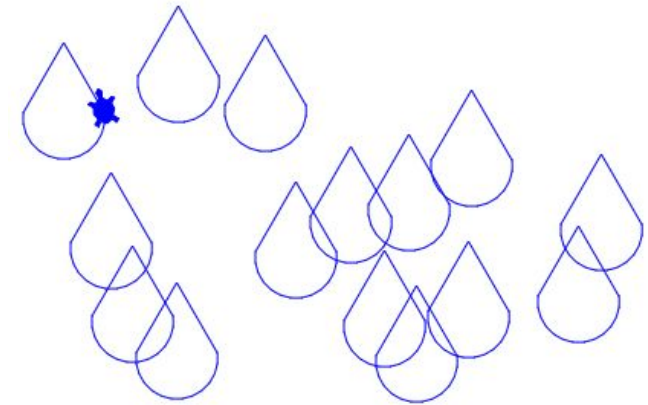
```
when clicked
  reset
  start drawing lines
  set hue to green
  repeat 12
    repeat 2
      repeat 10
        move 1
        rotate z by 10
      rotate z by 80
    rotate z by 30
```

Dråpe



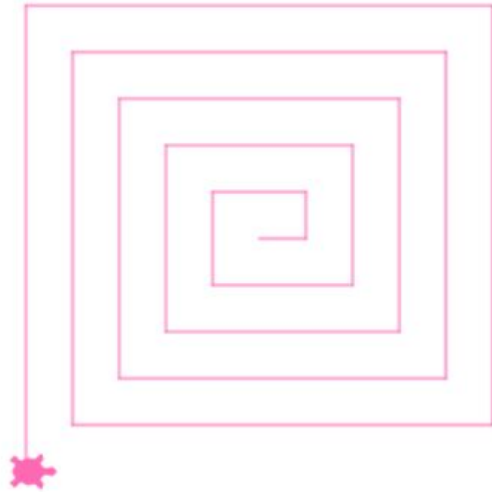
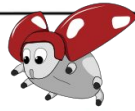
```
when clicked
  reset
  set hue to blue
  start drawing lines
  rotate z by 120
  move 3
  rotate z by 120
  move 3
  rotate z by 30
  repeat 18
    rotate z by 10
    move .26
```

Regn



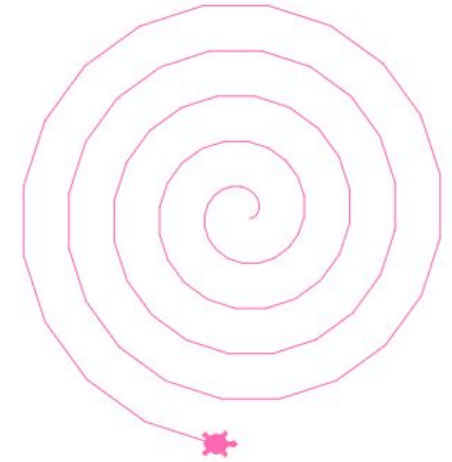
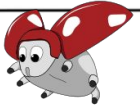
```
when clicked
  reset
  set hue to blue
  repeat 15
    go home
    go to x: pick random -10 to 10 y: pick random -10 to 10 z: 0
    start drawing lines
    rotate z by 120
    move 3
    rotate z by 120
    move 3
    rotate z by 30
    repeat 18
      rotate z by 10
      move .26
    stop drawing
```

Firkantspiral



```
when clicked
  reset
  set hue to [pink]
  start drawing lines
  set skritt to 1
  repeat 10
    repeat 2
      move skritt
      rotate z by 90
    change skritt by 1
```

Spiral



```
when clicked
  reset
  set hue to [pink]
  start drawing lines
  set skritt to 0.1
  repeat until skritt > 1
    move skritt
    rotate z by 15
    change skritt by 0.01
```