

My entry to [The Jack-O-Lantern Extreme Challenge](#). It's a very simple image repeated in a loop.

```
WindowWidth = DisplayWidth : WindowHeight = DisplayHeight
Nomainwin
```

```
graphicbox #1.g ,0,0,WindowWidth,WindowHeight
Open "Jack-o'-lantern - LB Contest - Oct, 2009" For window_popup as #1
#1 "trapclose [goodbye]"
#1.g "When characterInput [keys]"
#1.g "When leftButtonDown [goodbye]"
#1.g "down; fill black; flush"
#1.g "setFocus"
#1.g "home"
#1.g "posxy X Y"

    #1.g "color black; size 1"

    sep$= "21 -21 0"
    for u = 1 to 3
        pos= val( word$(sep$,u))
        #1.g "place ";X+pos;" ";Y-3
        r= 100 : g = 80 : b =40
        for i = 100 TO 1 step -8 'change this value,
            r=r+7
            g=g+3
            b=b+2
            if r>210 then r=210
            if g>190 then g=190
            if b>100 then b=100
            #1.g "backcolor ";r;" ";g;" ";b
            #1.g "color ";r;" ";g;" ";b
            #1.g "circlefilled "; 1+i
        next
    next

    #1.g "color darkred; size 4"
    #1.g "place ";X+21;" ";Y-4
    #1.g "circle 100"
    #1.g "place ";X-21;" ";Y-4
    #1.g "circle 100"
    #1.g "place ";X;" ";Y
    #1.g "circle 100"

    #1.g "color 255 100 50;backcolor yellow; size 5"
```

```
#1.g "place ";X;" ";Y-14
#1.g "piefilled 50 55 60 40"

#1.g "place ";X+10;" ";Y-24
#1.g "piefilled 100 40 0 -50"

#1.g "place ";X-10;" ";Y-24
#1.g "piefilled 100 120 180 22"

#1.g "place ";X;" ";Y+36
#1.g "piefilled 100 40 0 180"
#1.g "color darkgreen"
'eyes
'#1.g "place ";X-40;" ";Y-31
'#1.g "circlefilled 4"
'#1.g "place ";X+40;" ";Y-31
'#1.g "circlefilled 4"
#1.g "size 12"
#1.g "place ";X;" ";Y-100
#1.g "goto ";X+8;" ";Y-106
#1.g "getBMP jack ";X-130;" ";Y-130;" ";260;" ";60

#1.g "drawbmp jack ";X-130;" ";Y-128
#1.g "color black"
#1.g "size 2;line ";X-130;" ";Y-70;" ";X+130;" ";Y-70
#1.g "getBMP jack ";X-130;" ";Y-130;" ";260;" ";240
BMPLoaded=1
#1.g "fill black;discard"
for jx = 0 To WindowWidth step 250
  for jy = 0 To WindowHeight step 230
    scan
    #1.g "drawBMP jack ";jx;" ";jy
  Next jy
Next jx
#1.g "flush"

Wait

[goodbye]
if BMPLoaded Then unloadbmp "jack"
Close #1 : END

[keys]
k$ = Inkey$
keyValue = asc(right$(k$, 1))
if keyValue = _VK_ESCAPE Then [goodbye]
```

wait