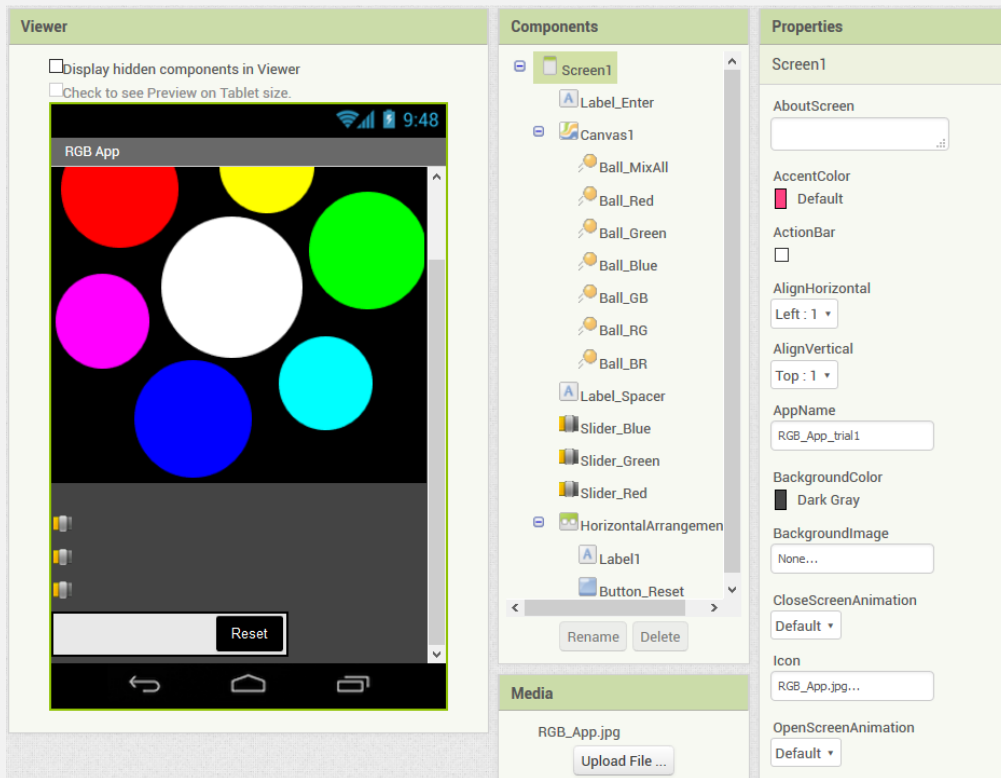


ARBEITSBLATT 05

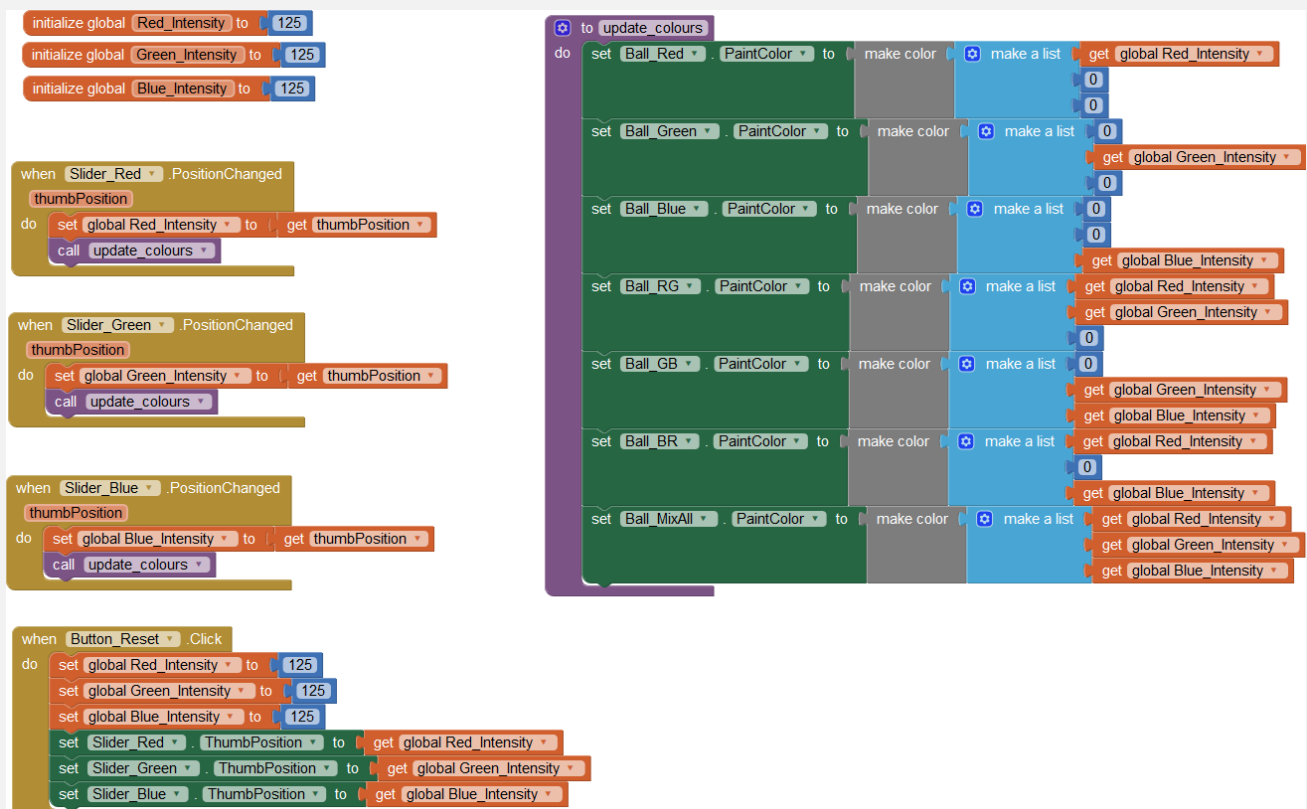
RGB APP

LÖSUNG HAUPTAUFGABE

Designer-Ansicht mit Components und Media



Blocks-Ansicht mit Actions

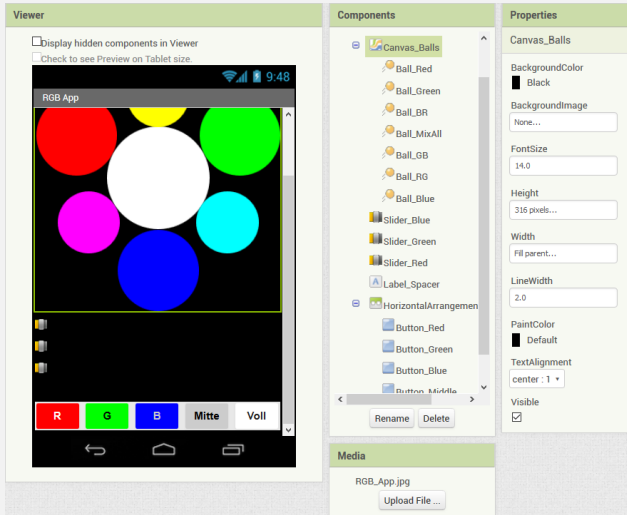


ARBEITSBLATT 05

RGB APP

LÖSUNG ZUSATZAUFGABE

Designer-Ansicht mit Components und Media



Blocks-Ansicht mit Actions

```
initialize global Red_Intensity to 125
initialize global Green_Intensity to 125
initialize global Blue_Intensity to 125

when Screen1.Initialize
do call update_colours

when Slider_Red.PositionChanged
thumbPosition
do set global Red_Intensity to get thumbPosition
call update_colours

when Slider_Green.PositionChanged
thumbPosition
do set global Green_Intensity to get thumbPosition
call update_colours

when Slider_Blue.PositionChanged
thumbPosition
do set global Blue_Intensity to get thumbPosition
call update_colours

when Button_Red.Click
do set global Red_Intensity to 255
set global Green_Intensity to 0
set global Blue_Intensity to 0
call update_thumbPositions

when Button_Green.Click
do set global Red_Intensity to 0
set global Green_Intensity to 255
set global Blue_Intensity to 0
call update_thumbPositions

when Button_Blue.Click
do set global Red_Intensity to 0
set global Green_Intensity to 0
set global Blue_Intensity to 255
call update_thumbPositions

when Button_Middle.Click
do set global Red_Intensity to 125
set global Green_Intensity to 125
set global Blue_Intensity to 125
call update_thumbPositions

when Button_Full.Click
do set global Red_Intensity to 255
set global Green_Intensity to 255
set global Blue_Intensity to 255
call update_thumbPositions

to update_colours
do set Ball_Red.PaintColor to make color make a list get global Red_Intensity 0 0 0
set Ball_Green.PaintColor to make color make a list get global Green_Intensity 0 0 0
set Ball_Blue.PaintColor to make color make a list get global Blue_Intensity 0 0 0
set Ball_RG.PaintColor to make color make a list get global Red_Intensity get global Green_Intensity 0 0
set Ball_GB.PaintColor to make color make a list get global Green_Intensity get global Blue_Intensity 0 0
set Ball_BR.PaintColor to make color make a list get global Red_Intensity get global Blue_Intensity 0 0
set Ball_MixAll.PaintColor to make color make a list get global Red_Intensity get global Green_Intensity get global Blue_Intensity 0 0 0

to update_thumbPositions
do set Slider_Red.ThumbPosition to get global Red_Intensity
set Slider_Green.ThumbPosition to get global Green_Intensity
set Slider_Blue.ThumbPosition to get global Blue_Intensity
```