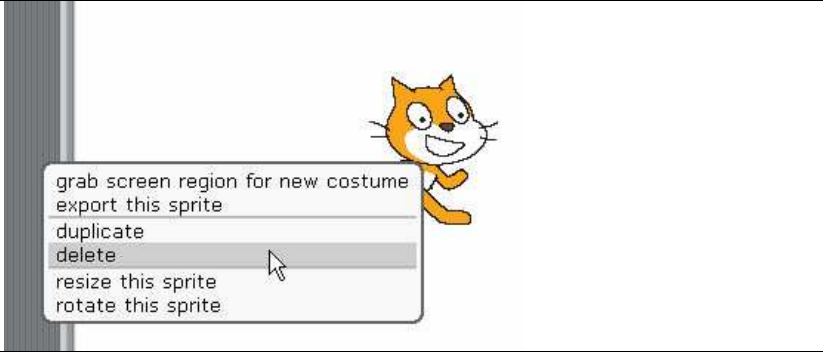|	
	Butterfly Effects This project makes a butterfly change colour every time you press the spacebar.
grab screen region for new costume export this sprite duplicate delete resize this sprite rotate this sprite	RIGHT mouse click on the cat and click 'delete'
New sprite: Choose new sprite from file	Click 'Choose new **sprite** from file'
Costumes Animals Fantasy	Double click the 'Animals' folder
butterfly3	Click on 'butterfly3'
OK	Click ok. The butterfly **sprite** will now appear on the **stage**.
Motion Control Looks Sensing Sound Operators Pen Variables	Click the 'Control' option.
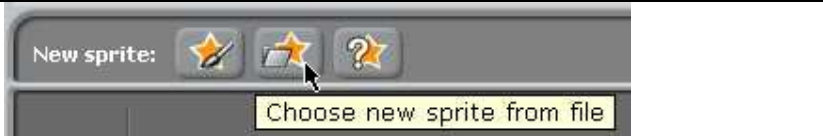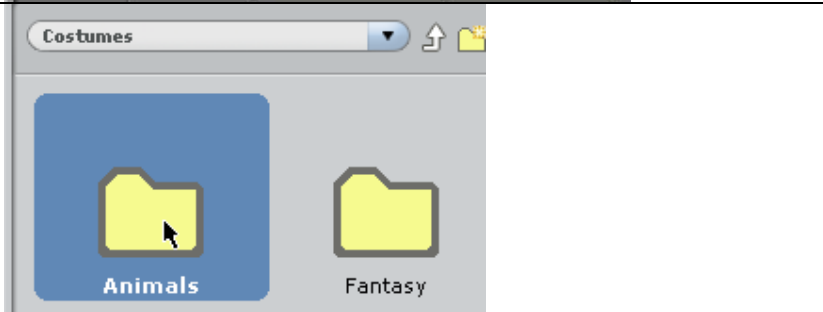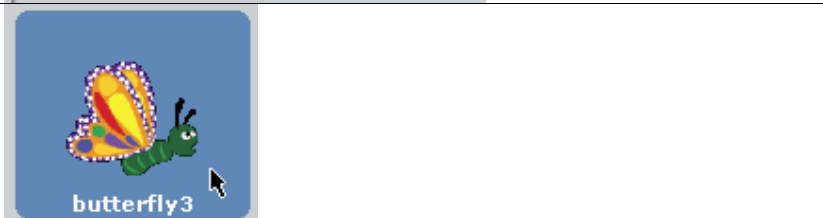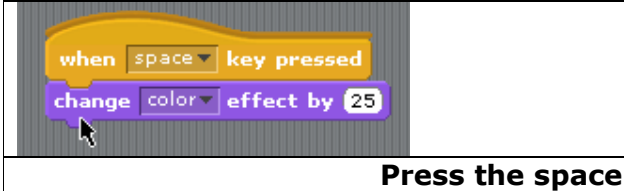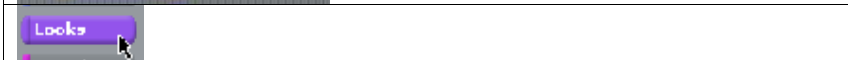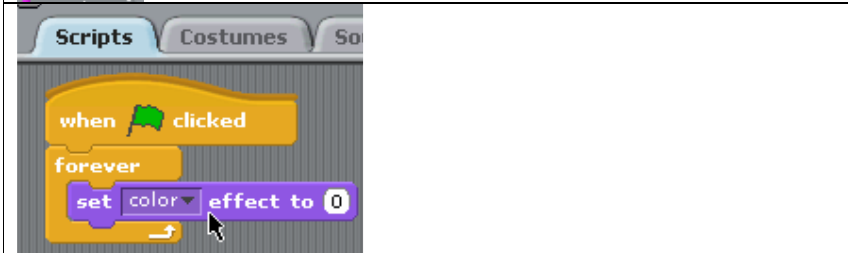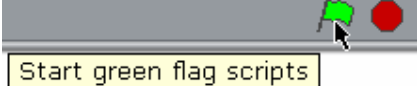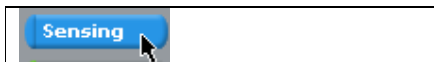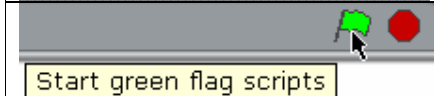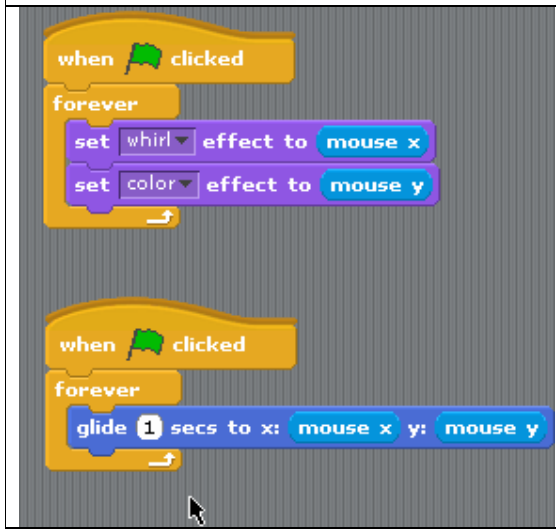
	Drag the 'When [space] key pressed block from the LEFT into the 'Scripts' area.
	Click on the 'Looks' option.
	Drag the 'change [color] effect by [25] option so that it *snaps* into place.
Press the spacebar – see what happens!	

	Butterfly Effects 2 This project changes the 'effect' depending on where the mouse moves. This assumes you have completed the above.
	RIGHT mouse click on the blocks and click 'delete'
	Click the 'control' option
	Drag the below blocks into the 'scripts' area as shown.
	Click the 'looks' button
	Add the block as shown.

	Change the *dropdown* option to 'whirl'.
	Click on 'Sensing'
	Drag the 'mouse x' into the place where the '0' was.
	Click the green flag to start your script.
	Note how when you move your mouse left and right (change the x position) that the effect changes.
	More effects...
	The below will make the butterfly change colour as the mouse moves up and down (y axis)
	Click the red circle to stop the script.
	Click on 'looks'
	Add 'change colour' effect

Sensing	Click on 'Sensing'

when [green flag] clicked
forever
  set [whirl▾] effect to (mouse x)
  set [color▾] effect to (mouse y)
	This time, drag in 'mouse y' as shown.

[green flag] [red stop] Start green flag scripts	Click the green flag to start your script.
Experiment by changing the effects	

[green flag] [red stop] Stop everything	**Making it more interactive...** Click the red circle to stop the script.

when [green flag] clicked
forever
  set [whirl▾] effect to (mouse x)
  set [color▾] effect to (mouse y)
 	
when [green flag] clicked
forever
  glide ① secs to x: (mouse x) y: (mouse y)
	Add the second set of blocks as shown.
	
	When there are TWO lots of code that seamlessly run at once, they are called **threads**.

SAVE YOUR WORK	