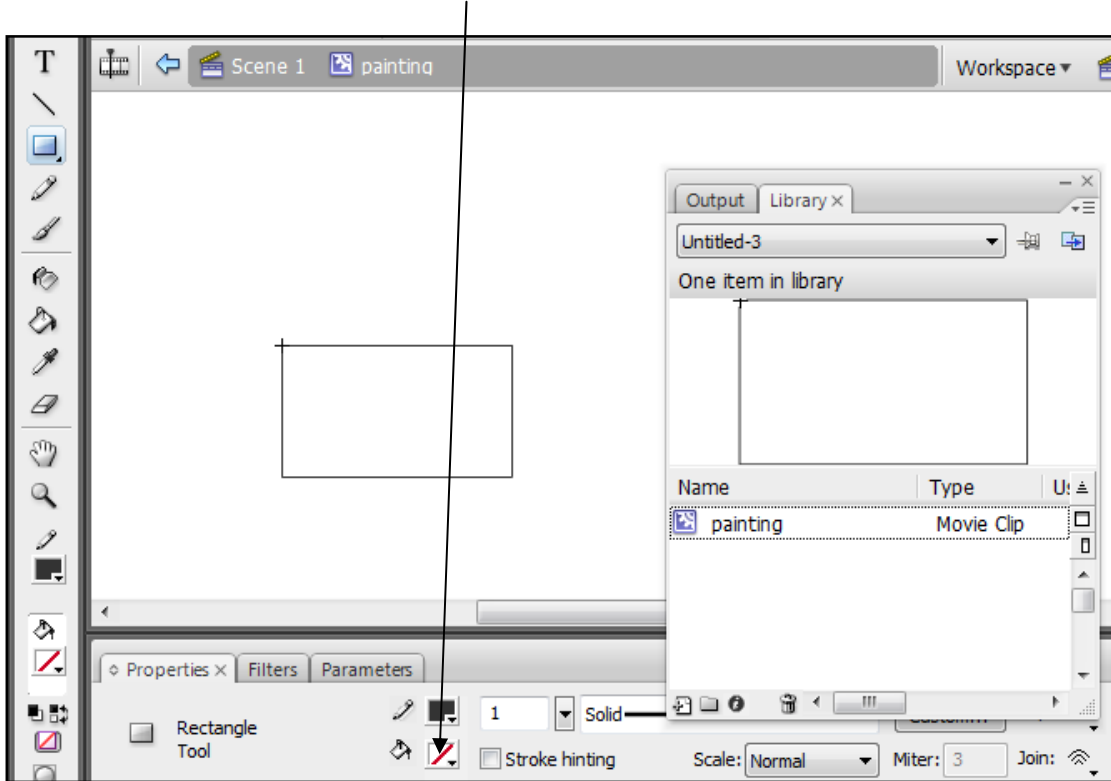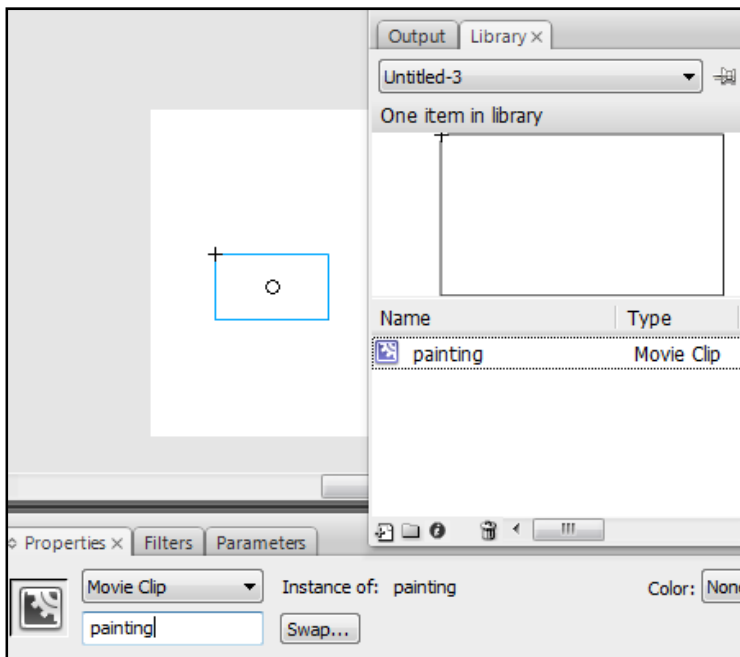# Painting Program

Step 1: insert a new movie clip, call it **painting**, and draw an **empty** box i.e. with the border only. Make sure fill is turned off as shown here:

Step 2: Go back to the stage, and drag and drop the movie clip onto the stage. Give it the instance name **painting**.

Step 3: deselect the movie clip by clicking outside the stage, and with no objects selected (only frame 1 layer 1) hit F9 and add the following code:

```
theBrush = new Object();
theBrush.onMouseDown = function() {
      isPainting = true;
      painting.moveTo(_xmouse,_ymouse);
      painting.lineTo(_xmouse+1,_ymouse+1);
}
theBrush.onMouseMove = function() {
      if(isPainting) {
            painting.lineTo(_xmouse,_ymouse);
      }
}
theBrush.onMouseUp = function() {
      isPainting = false;
}
Mouse.addListener(theBrush);
painting.onEnterFrame = function() {
      ranWidth = Math.round((Math.random()*10)+2);
      painting.lineStyle(ranWidth,0x0066CC,100);
}
```

Step 4: save and test. You will find it is better to make the painting movie clip the size of the stage you are working on...

This tutorial was adapted from http://www.pixelhivedesign.com/tutorials/Flash+Painting+Program/