Kalinga

```
on dragning x,y,dx,dy
 put trunc(abs(x-dx)/10) into a
 put trunc(abs(y-dy)/10) into b
 if dx < x then put -1 into t
 else put 1 into t
 if dy < y then put -1 into z
 else put 1 into z
 put empty into f
 repeat 10  --until f > 8*a
  put random of a into d
  put random of b into e
  add d to f
  drag from x,y to (x + t*d),(y + z*e)
  put x+t*d into x
  put y+z*e into y
 end repeat
 drag from x,y to dx,dy
end dragning
on linjedragning
 put random of 512 into x
 put random of 688 into y
 put x &"," & y after kordinater
 repeat 20
  put (30 + random of 100) into e
  put (30 + random of 100) into f
  put polaritet() into t
  put polaritet() into z
  put x+z*e into dx
  put y+t*f into dy
  send "dragning x,y,dx,dy"
  put dx into x
```

```
    put dy into y
    put ","& dx & "," & dy after kordinater
    put number of items in kordinater into k
    put random of k into g
    if 2*trunc(g/2) = g then subtract 1 from g
    put item g of kordinater into x
    put item (g+1) of kordinater into y
  end repeat
end linjedragning
```

Trädtoppar

```
on linjeDragning
  put random of 512 into x
  put random of 688 into y
  put polaritet() into z
  put (30 + random of 100) into dx
  put (30 + random of 100) into dy
  put 1 into e
  put x+z*dx into dx
  put y + dy into dy
  send "dragning x,y,dx,dy"
  put 1 into t
  repeat random of 60
    send "dragning x,y,dx,dy"
    if z = 1 then put -1 into t
    add random of 6 to x
    add t*(random of 6) to y
    add random of 6 to dx
    add t*(random of 6) to dy
  end repeat
  add 10-random of 10 to x
  add 10-random of 10 to y
end linjeDragning
```

```
function polaritet
  put random of 2 into i
  if i = 2 then put -1 into i
  return i
end polaritet
on dragning x,y,dx,dy
  put trunc(abs(x-dx)/10) into a
  put trunc(abs(y-dy)/10) into b
  if dx < x then put -1 into t
  else put 1 into t
  repeat until y > dy
    put random of a into d
    put random of b into e
    drag from x,y to (x + t*d),(y + e)
    put x+t*d into x
    put y+e into y
  end repeat
end dragning
```

Himalaya
```
function polaritet
  put random of 2 into i
  if i = 2 then put -1 into i
  return i
end polaritet

on dragning x,y,dx,dy
  put trunc(abs(x-dx)/10) into a
  put trunc(abs(y-dy)/10) into b
  if dx < x then put -1 into t
  else put 1 into t
  if dy < y then put -1 into z
  else put 1 into z
  put empty into f
```

```
  repeat 10  --until f > 8*a
    put random of a into d
    put random of b into e
    add d to f
    drag from x,y to (x + t*d),(y + z*e)
    put x+t*d into x
    put y+z*e into y
  end repeat
  drag from x,y to dx,dy
end dragning


on linjedragning
  put random of 256 into x
  put random of 688 into y
  put x &"," & y into kordinater
  repeat 20
    put 1 into z
    put 1 into t
    put x into a
    put y into b
    repeat with r = 1 to 4
      put (30 + random of 100) into e
      put (30 + random of 100) into f
      if r = 2 then put -1 into t
      if r = 3 then put -1 into z
      put x+z*e into dx
      put y+t*f into dy
      if r = 4
      then
        put a into dx
        put b into dy
      end if
      send "dragning x,y,dx,dy"
      put dx into x
      put dy into y
```

```
      put ","& dx & "," & dy after kordinater
    end repeat
    put number of items in kordinater into k
    put random of k into g
    if 2*trunc(g/2) = g then subtract 1 from g
    put item g of kordinater into x
    put item (g+1) of kordinater into y
  end repeat
end linjedragning
```

Risfält i storm

```
function polaritet
  put random of 2 into i
  if i = 2 then put -1 into i
  return i
end polaritet
on linjeDragning
  put random of 512 into x
  put random of 688 into y
  put polaritet() into z
  put -1*z into t
  repeat 5
    put (12 + random of 12) into dx
    put (12 + random of 12) into dy
    repeat 10
      drag from x,y to x +z*(dx),y +t*(dy)
      put polaritet() into z
      put -1*z into t
      add z*random of 12 to x
      add t*random of 12 to y
      add z*random of 12 to dx
      add t*random of 12 to dy
    end repeat
```

```
      add z*dx-random of 12 to x
      add t*dy-random of 12 to y
    end repeat
  end linjeDragning
```