

```
when Slider1 .PositionChanged
  thumbPosition
do set Canvas1 . LineWidth to get thumbPosition
```

But this one works fine - the dots don't change.

```
when Line_Width_Silder .PositionChanged
  thumbPosition
do set Canvas1 . LineWidth to Line_Width_Silder . ThumbPosition
```

This is the code for lines and dots. It is the same for both programs, the one that has dots remain the same, and the one that makes the dots look like donuts

```
when Canvas1 .Touched
  x y touchedAnySprite
do call Canvas1 .DrawCircle
  centerX get x
  centerY get y
  radius get global dotsize
  fill true

when Canvas1 .Dragged
  startX startY prevX prevY currentX currentY draggedAnySprite
do call Canvas1 .DrawLine
  x1 get prevX
  y1 get prevY
  x2 get currentX
  y2 get currentY
```

```
when Canvas1 .Touched
  x y touchedAnySprite
do
  call Canvas1 .DrawCircle
    centerX get x
    centerY get y
    radius get global Dotsize
    fill true
```

```
when Canvas1 .Dragged
  startX startY prevX prevY currentX currentY draggedAnySprite
do
  call Canvas1 .DrawLine
    x1 get prevX
    y1 get prevY
    x2 get currentX
    y2 get currentY
```