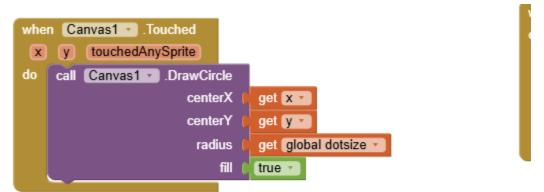
whe	n Slider1 . PositionChanged		
th	umbPosition		
do	set Canvas1 🔹 . LineWidth 🔹	🛛 to 🖡	get (thumbPosition 🔹

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



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



whe	en Canvas1 - Dragged	
st	artX startY prevX prevY	currentX currentY draggedAnySprite
do	call Canvas1 🔹 .DrawLine	
	x1 🖡	get prevX -
	y1 🖡	get prevY -
	x2 🛛	get currentX -
	y2 (get currentY -
<u> </u>	80	

when Canvas1Touched	
x y touchedAnySprite	
do call Canvas1 .DrawCircle	
centerX	get 🗴 🔹
centerY	get y
radius	get global Dotsize 🔹
611 (P	true 🔹
when Canvas1 .Dragged	
when Canvas1 .Dragged startX startY prevX prevY	currentX currentY draggedAnySprite
	currentX currentY draggedAnySprite
startX startY prevX prevY	currentX currentY draggedAnySprite
startX startY prevX prevY do call Canvas1 .DrawLine	
startX startY prevX prevY do call Canvas1DrawLine x1	get prevX •
startX startY prevX prevY do call Canvas1 • .DrawLine x1 (y1 (get prevX • get prevY •