General

Dim fflag As Integer

Dim bf As Integer

Dim psx As Integer

Dim psy As Integer

Dim fx As Integer

Dim fy As Integer

Dim b1x As Integer

Private Declare Function PlaySound Lib "winmm.dll" Alias "PlaySoundA" \_

(ByVal lpszName As String, ByVal hModule As Long, \_

ByVal dwFlags As Long) As Long

Private Sub Form\_Load()

fflag = 0

bf = 1

psx = 1

psy = 0

fx = -1

fy = 0

End Sub

Private Sub Form\_MouseDown(Button As Integer, Shift As Integer, X As Single, Y As Single)

'MsgBox "bob"

If Button = 1 Then

psx = psx \* -1

Retval = PlaySound("E:\fart3.wav", 0, 1)

End If

If Button = 2 Then

If bf = 1 Then

b1x = Image1.Left

Image2.Visible = True

Image2.Move Image1.Left + 120, Image1.Top

fflag = 1

End If

End If

End Sub

Private Sub Form\_MouseMove(Button As Integer, Shift As Integer, X As Single, Y As Single)

'Image1.Move X, Y

'Image2.Move X + 120, Y

'Image3.Move X + 120, Y

'Image4.Move X + 120, Y

End Sub

Private Sub Timer1\_Timer()

Image1.Move Image1.Left + psx \* 180, Image1.Top

Image3.Move Image3.Left + fx \* 180, Image3.Top

If Image1.Left + 480 > Width Then

psx = psx \* -1

End If

If Image1.Left < 0 Then

psx = psx \* -1

End If

If Image3.Left + 2000 > Width Then

fx = fx \* -1

Image3.Picture = LoadPicture("E:\famputer.gif")

End If

If Image3.Left < 0 Then

fx = fx \* -1

Image3.Picture = LoadPicture("E:\famputer.gif")

End If

If fflag = 1 Then

Image2.Move b1x, Image2.Top - 180

If Abs(Image2.Left - Image3.Left) + 200 < 2000 And Abs(Image2.Top - Image3.Top) < 500 Then

Image3.Picture = LoadPicture("E:\famputerex.GIF")

Retval = PlaySound("E:\explosion.wav", 0, 1)

Image2.Visible = False

fx = fx \* 2

End If

If Image2.Top < 0 Then

Image2.Visible = False

Image2.Move Image1.Left + 120, Image1.Top

fflag = 0

End If

End If

End Sub