Private Sub Form\_MouseDown(Button As Integer, Shift As Integer, x As Single, y As Single)

Dim i As Integer

If Button = vbLeftButton Then

For i = 0 To 200

If shpBullet1(i).Visible = False Then

shpBullet1(i).Top = shpPlayer1.Top - (shpPlayer1.Height / 2)

shpBullet1(i).Left = shpPlayer1.Left + (shpPlayer1.Width / 2)

shpBullet1(i).Visible = True

If x < shpPlayer1.Left + (shpPlayer1.Width / 2) Then

arrBullet1Dir(i) = -1

Else

arrBullet1Dir(i) = 1

End If

Exit For

End If

Next i

arrBullet1X(i) = shpBullet1(i).Left - x

arrBullet1y(i) = shpBullet1(i).Top - y

arrBullet1Slope(i) = arrBullet1y(i) / arrBullet1X(i)

arrBullet1Yint(i) = shpBullet1(i).Top - (shpBullet1(i).Left \* arrBullet1Slope(i))

End If

If Button = vbRightButton Then

For i = 0 To 200

If shpGrenade1(i).Visible = False Then

shpGrenade1(i).Top = shpPlayer1.Top - (shpPlayer1.Height / 2)

shpGrenade1(i).Left = shpPlayer1.Left + (shpPlayer1.Width / 2)

shpGrenade1(i).Visible = True

Exit For

End If

Next i

arrGrenade1X(i) = x

arrGrenade1Y(i) = y

End If

End Sub