

stampTool.js

```
1 // The following is made by me adapted from different sources
2 function StampTool () {
3     this.icon = "assets/stampIcon.png";
4     this.name = "Stamp";
5
6     var slider;
7
8
9     this.draw = function () {
10
11         if(mouseIsPressed && mouseY < height) {
12             // the following code adapted from https://stackoverflow.com/questions/75879210/
13             // how-to-load-images-in-draw-function-in-p5-js
14             // and https://www.w3schools.com/howto/tryit.asp?filename=tryhow_css_js_ranges↵
15             slider
16
17             slider = select("#sizeSlider");
18
19             loadImage("assets/stampIcon.jpg", (img) => {
20
21                 image(img, mouseX - img.width * slider.value() / 100 / 2, mouseY - img.width *
22                 slider.value() / 100 / 2, img.width * slider.value() / 100, img.height * slider.value() /
23                 100);
24
25             });
26
27             // end of adapted code
28
29         }
30
31     this.populateOptions = function () {
32         select(".options").html (
33             "<input type='range' min='1' max='200' value='100' class='slider'
34             id='sizeSlider'>Change Size</input>"
35         );
36
37     }
38 }
39
40
41 // This extension works, but sometimes it is necessary to press the mouse button
42 // for 2 or 3 seconds due to the fact that we have to wait for the image to be
```

43 // completely loaded. The image size needs to be linked to the slider value. However, p5.js makes it very difficult to work with images inside the draw() method, and that's why so many issues here. This work is still in progress