**scale**

Function of scaling of objects relative to a preset point with defined coefficient.

**Syntax:**

**scale**(*P*,*s*,*name1, name2,…, namen*);

**Arguments:**

*P* – coordinates of *point* typethat set the central point for scaling of objects.

*s* – scaling coefficient of objects,

*name1, name2,…,namen* – object names.

**Description:**

*scale(P, s, name1, name2,…, namen) –* function of scaling of objects on the diagram named as *name1, name2,…,namen* relative to the center set by coordinates *P* with coefficient *s*.

*P* input value can be set as a pre-defined variable or be set by expression (*x, y*), where *x* and *y* are for the point coordinates.

**Result:**

None*.*

**Example:**

|  |  |
| --- | --- |
|  | **var** oldfl: **boolean**;  **var** p:**point** = (10,0);  **if paintstep then begin**  fl = **flash**(500);  **if** fl<>oldfl **then begin**  **scale**(p,1.5,FillRect, FillCircle)**;**  **end**;  oldfl = fl;  **end**; |

Execution of this example results in successive increase and decrease of objects named as *FillRect* and *FillCircle* by 1.5 times with 500 ms period relative to the center set by a point with coordinates (10.0) since result of increase is reset on each step of simulation.