



declare pole as actor



define pole as locate actor "Pole"



declare ySet as boolean



define ySet as false



declare xSet as boolean



define xSet as false



declare firstMouseDown as boolean



define firstMouseDown as true



[not xSet]



[not ySet]



[mouseDown()]



[not ySet]



define y as mouseY()



define firstMouseDown as false



[not xSet]



[not xSet]



[not mouseDown()]



[ySet]



[not firstMouseDown]



define ySet as true



[ySet]



define x as mouseX()

