

```
PATH='flowers_icon.png'
POS= [0,0]
RANGE=1
```

```
import pygame,sys
```

```
def convert(colour,rrange):
    if tuple(colour)[:2] == (255,255,255):return colour
    total = sum(colour[:2])
    deg=int(round(total/3.0))
    r=[]
    r.append(deg)
    r = r*3
    return r
```

```
pygame.init()
screen = pygame.display.set_mode([750,750])
screen.fill([255,255,255])
image = pygame.image.load(PATH)
screen.blit(image,POS)
rect = image.get_rect()
pygame.display.flip()
```

```
iml = []    # The dict for bw image
for w in range(rect.left,rect.right):
    for h in range(rect.top,rect.bottom):
        iml.append([(w,h),convert(screen.get_at((w,h)),RANGE)])
```

```
while 1:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            sys.exit()
        if event.type == pygame.KEYUP:
            if event.key == pygame.K_SPACE:
                screen.fill([255,255,255])
                screen.blit(image,rect)
        elif event.type == pygame.KEYDOWN:
            if event.key == pygame.K_SPACE:
                screen.fill([255,255,255])
                for key in iml:
                    screen.set_at(key[0],key[1])
    pygame.display.flip()
```