





```

send_later = new ImageClickable (myMovie.width/3*2+15, 450, loadImage
("send_invitation_later.png"));
send_later_glow = new ImageClickable (myMovie.width/3*2+15, 450, loadImage
("send_invitation_later_glow.png"));
canna = new ImageClickable (175, 190, loadImage ("canna_da_pesca2.png"));
full = new ImageClickable (myMovie.width/4+7, height/4, loadImage
("full_profile.png"));
bottone_dock_fake = new ImageClickable (myMovie.width/2+36, 550, loadImage
("dock_button.png"));
dock_small = new ImageClickable (60, 610, loadImage ("dock_ale_small.png"));
dock_status = new ImageClickable (60, 610, loadImage ("dock_status.png"));
dock_spots = new ImageClickable (60, 610, loadImage ("dock_spots.png"));
dock_profile = new ImageClickable (60, 610, loadImage ("dock_profile.png"));
dock_acquario = new ImageClickable (60, 610, loadImage
("dock_acquario.png"));
barretta1 = new ImageClickable (60, 150, loadImage ("barretta2.png"));
bottone2 = new ImageClickable (753, 550, loadImage ("dock_button2.png"));
lostatus = new ImageClickable (60, 150, loadImage ("status.png"));
spots = new ImageClickable (60, 150, loadImage ("spots2.png"));
profile = new ImageClickable (90, height/4, loadImage ("full_profile2.png"));
acquario = new ImageClickable (60, 130, loadImage ("acquario.png"));
////////////////////////////////// reciever
verme = new ImageClickable (700, -200, loadImage ("verme.png"));
bottoni = new ImageClickable (642, height, loadImage ("tre_bottoni.png"));
yes = new ImageClickable (642, height, loadImage ("yesnow.png"));
next_time = new ImageClickable (642, height, loadImage ("next_time.png"));
ignore = new ImageClickable (642, height, loadImage ("ignore.png"));
pesceAppeso = new ImageClickable (562, height, loadImage
("pesceappeso.png"));
full2 = new ImageClickable (655, height/4, loadImage ("full_profile2.png"));

```

```

////////////////////////////////// SETUP HIT AREAS FOR
DOCKKKKKKKKKKKKKKKKKKKKKKKKKKKKKKKKKKK
dock_status.setHitArea(0, 0, 101, dock_status._height);
dock_spots.setHitArea(101, 0, 66, dock_status._height);
dock_profile.setHitArea(167, 0, 64, dock_status._height);
dock_acquario.setHitArea(231, 0, dock_status._width - 231, dock_status._height);

```

```

////////////////////////////////// SETUP HIT AREAS FOR
RESPONSEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEE
yes.setHitArea(0, 0, 115, yes._height);
next_time.setHitArea(99, 0, 72, yes._height);
ignore.setHitArea(187, 0, (ignore._width - 187), yes._height);

```

```

////////////////////////////////// SETUP HIT AREAS FOR APPICL
applic.setHitArea(155, 295, 90, 65);

```

```
send_now_glow.setHitArea(0, 0, send_now_glow._width,  
send_now_glow._height);
```

```
////////////////////////////////////// BASIC STATUS FOR OBJECTS PROPRIETIES -  
NON ACTIVE
```

```
//////////////////////////////////////FIRST
```

```
low_profile._visible = false;  
send_now._visible = false;  
send_now_glow._visible = false;  
  
send_later._visible = false;  
send_later_glow._visible = false;  
canna._visible = false;  
full._visible = false;  
dock_small._visible = false;  
bottone_dock_fake._visible = true;  
dock_status._visible = false;  
dock_spots._visible = false;  
dock_profile._visible = false;  
dock_acquario._visible = false;  
lostatus._visible = false;  
spots._visible = false;  
profile._visible = false;  
acquario._visible = false;  
barretta1._visible = false;  
bottone2._visible = true;
```

```
//////////////////////////////////////SECOND
```

```
verme._visible = false;  
bottoni._visible = false;  
yes._visible = false;  
next_time._visible = false;  
ignore._visible = false;  
pesceAppeso._visible = false;  
verme._movingY = false;  
bottoni._movingY = false;  
pesceAppeso._movingY = false;  
full2._visible = false;  
enter._visible = true;  
applic._visible = false;  
full._closing = false;  
full2._closing = false;
```

```
iphonemask = loadImage("iphone3g.png");  
piscatorBg = loadImage("background.png");  
}
```



//////////////////////////////////ROLLOVER FIRST SCREEN//////////////////////////////////

```
updateDockRollovers();
dock_small.render();
dock_status.render();
dock_spots.render();
dock_profile.render();
dock_acquario.render();
lostatus.render();
spots.render();
profile.render();
acquario.render();
```

//////////////////////////////////ROLLOVER FISHHHHHHHHHHHHHHHHHHHHH

```
updateResponseRollovers();
bottoni.render();
yes.render();
next_time.render();
ignore.render();
```

```
full.redimension();
full2.redimension();
enter.render();
applic.render();
updateApplication();
```

```
iphonemasks();
```

```
image(barretta, 620, 150);
barretta1.render();
bottone2.render();
```

//////////////////////////////////COVERS WHERE NEEDED//////////////////////////////////

```
fill (255);
rect (0, 0, 1000, 17);
rect (0, 737, 1000, 18);
rect (413, 220,100, 80);
rect(0,220, 25,80);
rect(width-40,height-40, 40, 40);
rect(width-25,height-100, 25, 100);
}
```

//////////////////////////////////GET INTO THE APPLICATION + ROLLOVER//////////////////////////////////

```
void updateApplication() {
  applic.syncPosition(enter);
  enter._visible = true;
  applic._visible = false;
```

```
if(applic.isTouching(mouseX, mouseY)){
  enter._visible = true;
  applic._visible = true;
}
}
```

```
//////////////////////////////////////ROLLOVERS MENU
```

```
void updateDockRollovers(){
  dock_status.syncPosition(dock_small);
  dock_spots.syncPosition(dock_small);
  dock_profile.syncPosition(dock_small);
  dock_acquario.syncPosition(dock_small);

  dock_small._visible = true;
  dock_status._visible = false;
  dock_spots._visible = false;
  dock_profile._visible = false;
  dock_acquario._visible = false;

  if(dock_status.isTouching(mouseX, mouseY)){
    dock_small._visible = false;
    dock_status._visible = true;
  }
  else if(dock_spots.isTouching(mouseX, mouseY)){
    dock_small._visible = false;
    dock_spots._visible = true;
  }
  else if(dock_profile.isTouching(mouseX, mouseY)){
    dock_small._visible = false;
    dock_profile._visible = true;
  }
  }

  else if(dock_acquario.isTouching(mouseX, mouseY)){
    dock_small._visible = false;
    dock_acquario._visible = true;
  }
}
```

```
//////////////////////////////////////INVITATION ROLLOVERS
```

```
void updateSendNow() {
  send_now_glow.syncPosition(send_now);
  send_later_glow.syncPosition(send_later);
  send_now._visible = false;
  send_now_glow._visible = false;

  send_later._visible = false;
  send_later_glow._visible = false;
}
```





```
if (applic._visible == true) {
  applic._visible = false;
  enter._visible = false;
  barretta1._visible = true;
  applic._y = 1400;
  enter._y = 1400;
}
```

```
//////////////////////////////////////DOCK OPTIONS
```

```
if(dock_status.isTouching(mouseX, mouseY)){
  dock_small._visible = false;
  dock_status._visible = true;
  lostatus._visible = true;
}
else {
  lostatus._visible = false;
}
```

```
if(dock_spots.isTouching(mouseX, mouseY)){
  dock_small._visible = false;
  dock_spots._visible = true;
  spots._visible = true;
}
else {
  spots._visible = false;
}
```

```
if(dock_profile.isTouching(mouseX, mouseY)){
  dock_small._visible = false;
  dock_profile._visible = true;
  profile._visible = true;
}
else {
  profile._visible = false;
}
```

```
if(dock_acquario.isTouching(mouseX, mouseY)){
  dock_small._visible = false;
  dock_acquario._visible = true;
  acquario._visible = true;
}
else {
  acquario._visible = false;
}
```

```
}
```

```
//////////////////////////////////////THE DOCK IS NO MORE AVAILABLE
```

```
if (full._visible == false) {  
  if (canna._visible == false) {  
    if(low_profile._visible == false){  
      if (bottone_dock_fake._visible == true && (mouseX >  
bottone_dock_fake._x)&&(mouseX < bottone_dock_fake._x +  
bottone_dock_fake._width)  
      &&(mouseY > bottone_dock_fake._y)&&(mouseY < bottone_dock_fake._y +  
bottone_dock_fake._height)) {  
        bottone_dock_fake._visible = false;  
        dock_small._visible = true;  
        dock_small._ytarget = 550;  
        dock_small._movingY = true;  
      }  
      else if(mouseY < dock_small._y){  
        dock_small._ytarget = 620;  
        bottone_dock_fake._visible = true;  
      }  
    }  
  }  
}
```

```
////////////////////////////////////// THE CLICK STOPS THE FISH AND THE LOW  
PROFILE APPEARS
```

```
if (true == fish1.isTouching(mouseX, mouseY)) {  
  goingFish = false;  
  dock_small._ytarget = 620;  
  bottone_dock_fake._visible = false;  
  low_profile._visible = true;  
  send_now._visible = true;  
  send_later._visible = true;
```

```
}
```

```
////////////////////////////////////// STARTING AN INVITATION AND APPEARS  
THE ROD
```

```
else if(low_profile._visible == true){  
  if(true == pressedOnSendInvitationNow(mouseX, mouseY)){  
    fish1._visible = false;  
    low_profile._visible = false;  
    send_now._visible = false;  
  
    send_later._visible = false;
```

```

    bottone_dock_fake._visible = false;

    canna._visible = true;
    canna._ytarget = 200;
    canna._xtarget = 100;
    canna._movingY = true;
    canna._movingX = true;
    verme._visible = true;
    verme._ytarget = -50;
    verme._movingY = true;
    bottoni._visible = true;
    bottoni._ytarget = 510;
    bottoni._movingY = true;
    yes._movingY = true;

    yes._visible = true;
    bottone2._visible = false;

}
}
////////////////////////////////////// ACCEPTING AN INVITATION AND APPEARS
THE EATING FISH
else if (yes._visible == true && yes.isTouching(mouseX, mouseY) == true) {
    bottoni._visible = false;
    yes._visible = false;
    bottoni._ytarget = height;
    pesceAppeso._visible = true;
    pesceAppeso._ytarget = 350;

    pesceAppeso._movingY = true;
    canna._visible = true;

    bottone_dock_fake._visible = false;
    startShowProfileTimer();
}

////////////////////////////////////// GETTING THE FISH INTO THE ACQUARIUM

if ((full._visible == true) && full.isTouching(mouseX, mouseY)) {
    full._ytarget = height;
    full._movingY = true;
    full._movingX = true;
    full._xtarget = 400;
    full._closing = true;
    full._widthtarget = 2;
}
if ((full2._visible == true) && full2.isTouching(mouseX, mouseY)) {

```

```

full2._ytarget = height ;
full2._movingY = true;
full2._movingX = true;
full2._xtarget = width;
full2._closing = true;
full2._widthtarget = 2;
}
}

```

```

//////////////////////////////////// boolean to create a selectable button
boolean pressedOnSendInvitationNow(int x, int y)

```

```

{
    if((posizioneX_now < x)&&(x < (posizioneX_now + send_now._width))){
        if((posizioneY_now < y)&&(y < (posizioneY_now + send_now._height))){
            return true;
        }
    }
    return false;
}

```

```

////////////////////////////////////HOW TO MAKE A TEMPORARY EVENT
HAPPEN, ONLY ONCE

```

```

boolean showProfileTimerActive = false;
int showProfileTimer = 0;

```

```

void startShowProfileTimer() {
    showProfileTimerActive = true;
    showProfileTimer = millis() + 12000;
}

```

```

void showProfileAfterTimeout() {
    if(!showProfileTimerActive){
        return;
    }
    if(millis() < showProfileTimer){
        return;
    }
    showProfileTimerActive = false;
}

```

```

if (canna._visible == true) {
    canna._visible = false;
    pesceAppeso._visible = false;
    verme._visible = false;
}

```

```

full._x = myMovie.width/4+7;
full._y = -100 ;
full._visible = true;
full._ytarget = height/4;
full._movingY = true;

full2._x = 655;
full2._y = -100 ;
full2._visible = true;
full2._ytarget = height/4;
full2._movingY = true;

bottone_dock_fake._visible = false;

}

}

```

```

class ImageClickable

```

```

{
float _x;
float _y;
float _width;
float _height;
PImage _img;
boolean _visible;
boolean _movingX;
boolean _movingY;
float _xtarget = _x;
float _ytarget = _y;
float _hitOffsetX;
float _hitOffsetY;
float _hitWidth;
float _hitHeight;

boolean _closing;
float _widthtarget = _width;

```

```

//////////////////////////////////////DIMENSION AND HIT AREAS

```

```

ImageClickable(float x, float y, PImage img) {
_x = x;
_y = y;
_hitOffsetX = 0;
_hitOffsetY = 0;
_width = _hitWidth = img.width;

```

```

    _height = _hitHeight = img.height;
    _img = img;
    _visible = true;
    _movingX = false;
    _movingY = false;
    _closing = false;
}

//////////////////////////////////////SYNC TWO OBJECTS IN THE CLASS
void syncPosition(ImageClickable img){
    _x = img._x;
    _y = img._y;
    _xtarget = img._xtarget;
    _ytarget = img._ytarget;
}

//////////////////////////////////////RENDER THE IMAGE
void render(){
    if(_visible){
        image(_img, _x, _y, _width, _height);
    }
}

//////////////////////////////////////EASING DIVIDED IN X AND Y AXES
void easingY() {
    if(_movingY){
        _y += (_ytarget - _y)/16;
    }
}

void easingX() {
    if(_movingX) {
        _x += (_xtarget - _x)/16;
    }
}

//////////////////////////////////////REDUCE THE SIZE
void redimension() {
    if (_closing) {
        _width += (_widthtarget - _width)/16;
    }
}

//////////////////////////////////////AREA THAT CAN BE HIT AND
//////////////////////////////////////USED AS AN INTERACTIVE PART
void setHitArea(float hitX, float hitY, float hitWidth, float hitHeight)
{
    _hitOffsetX = hitX;
    _hitOffsetY = hitY;
    _hitWidth = hitWidth;
    _hitHeight = hitHeight;
}

```

////////////////////////////////////HOW TO MAKE A MOBILE BUTTON

```
boolean isTouching(int x, int y)
{
    float realX = _x + _hitOffsetX;
    float realY = _y + _hitOffsetY;
    float realWidth = _width;
    float realHeight = _height;
    if(_width != _hitWidth){
        realWidth = _hitWidth;
    }
    if(_height != _hitHeight){
        realHeight = _hitHeight;
    }
    if((realX < x)&&(x < (realX + realWidth))){
        if((realY < y)&&(y < (realY + realHeight))){
            return true;
        }
    }
    return false;
}
```