

```

PImage sfondo;
PImage logo;

float x =18.1;
float y =250;
float s =6.8;
float g = 17;

void loadLogo()
{
  sfondo = loadImage("griglia.jpg");
  logo = loadImage("logo.png");
  imageMode (CENTER);
  rectMode (CENTER);
  frameRate (10);
  image(sfondo, 240, 160);
  image(logo, 236,160);
}

void drawLogo()
{
}

////////////////////////////////////////////////////////////////

PImage mappa;
PImage pallino;
PImage pallino2;
PImage pallino3;
PImage pallino4;
PImage pallino5;
PImage pallino6;

PImage stefano;
PImage apostoli;
PImage margherita;
PImage bartolomeo;
PImage elena;
PImage polo;
PImage croce;

int pulse=1;

void loadMappa()
{
  sfondo = loadImage("griglia.jpg");
  mappa = loadImage("mappa.png");
  pallino = loadImage ("pallino.png");
  pallino2 = loadImage ("pallino2.png");
  pallino3 = loadImage ("pallino3.png");
  pallino4 = loadImage ("pallino4.png");
  pallino5 = loadImage ("pallino5.png");
  pallino6 = loadImage ("pallino6.png");

  stefano = loadImage ("stefano.png");
  apostoli = loadImage ("apostoli.png");
  margherita = loadImage ("margherita.png");
  bartolomeo = loadImage ("bartolomeo.png");
  elena = loadImage ("elena.png");
  polo = loadImage ("polo.png");
  croce =loadImage ("cruz.png");
  imageMode (CENTER);
}

void drawMappa()
{
  image(sfondo, 240, 160);
  float a=190;
  float pulse= abs(sin(frameCount/10.0))*85.0;
  noTint();
  image(sfondo, 240, 160);
  image(mappa, 242.802,159);
  image(croce,81,209);
  noTint();
  tint(a+pulse);
  image(pallino, 257,93);
  image(pallino2,291,126);
  image(pallino3,190,159);
  image(pallino4,156,192);
  image(pallino5,248.6,192);
  image(pallino6,450.23,225);
  noTint();
}

////////////////////////////////////////////////////////////////

PImage gotomargherita;
PImage conferma;
PImage back;

void loadGotomargherita()

```



```

void loadOkbartolomeo()
{
    sfondo = loadImage("griglia.jpg");
    okbartolomeo = loadImage("okbartolomeo.png");
    mappa = loadImage ("mappa.png");
    yes = loadImage ("yes.png");
    imageMode (CENTER);
}

void drawOkbartolomeo()
{
    image(sfondo, 240, 160);
    image(mappa, 242.802,159);
    image(okbartolomeo,240,161);
}

////////////////////////////////////

PImage okstefano;

void loadOkstefano()
{
    sfondo = loadImage("griglia.jpg");
    okstefano = loadImage("okstefano.png");
    mappa = loadImage ("mappa.png");
    yes = loadImage ("yes.png");
    imageMode (CENTER);
}

void drawOkstefano()
{
    image(sfondo, 240, 160);
    image(mappa, 242.802,159);
    image(okstefano,240,161);
}

////////////////////////////////////

PImage strumento1;
PImage strumento2;
PImage strumento3;
PImage strumento4;
PImage strumento5;
PImage strumento6;

PImage strumentoblul1;
PImage strumentoblul2;
PImage strumentoblul3;
PImage strumentoblul4;
PImage strumentoblul5;
PImage strumentoblul6;
PImage indietro;

void loadScelta()
{
    sfondo = loadImage("griglia.jpg");

    strumento1 = loadImage ("1.png");
    strumento2 = loadImage ("2.png");
    strumento3 = loadImage ("3.png");
    strumento4 = loadImage ("4.png");
    strumento5 = loadImage ("5.png");
    strumento6 = loadImage ("6.png");

    strumentoblul1 = loadImage("1b.png");
    strumentoblul2 = loadImage("2b.png");
    strumentoblul3 = loadImage("3b.png");
    strumentoblul4 = loadImage("4b.png");
    strumentoblul5 = loadImage("5b.png");
    strumentoblul6 = loadImage("6b.png");
    indietro = loadImage("indietro.png");
    imageMode (CENTER);
}

void drawScelta()
{
    image(sfondo, 240, 160);
    image(strumento1,97,94);
    image(strumento2,241,94);
    image(strumento3,374,94);
    image(strumento4,97,226);
    image(strumento5,240,225);
    image(strumento6,374,226);
    image (indietro,13,160);
}

////////////////////////////////////

```

```

PImage already;

void loadAlready()
{
  sfondo = loadImage ("griglia.jpg");
  mappa = loadImage ("mappa.png");
  already = loadImage ("already.png");
  back = loadImage ("back.png");

  imageMode(CENTER);
}

void drawAlready()
{
  background(sfondo);
  image(mappa,242,802,159);
  image(already,240,161);
}

////////////////////////////////////

float a = 212;
float b = 60;
float c= 59;
float d= 50;

boolean simbolo_status;
boolean[] onOff;

PImage schermata;
PImage bit1;
PImage strumentolight5;
PImage bitsingolo;
int position = 0;

import ddf.minim.*;

Minim minim;
AudioSample suono;

void loadComposizione() {

  minim = new Minim(this);
  suono =minim.loadSample("suono5.mp3",480);
  frameRate(9);
  sfondo = loadImage ("griglia.jpg");

  bit1 = loadImage ("bit1.png");
  schermata = loadImage ("schermata.png");
  strumento5 = loadImage ("5.png");
  strumentoblu5 = loadImage ("5b.png");
  strumentolight5 =loadImage ("strumentolight5.png");
  bitsingolo = loadImage ("++.png");
  indietro = loadImage("indietro.png");

  imageMode(CENTER);
  simbolo_status = false;
  onOff = new boolean[16];

  for(int i=0; i<ONOFF.length; i++) {
    onOff[i] = false;
  }
}

void drawComposizione() {

  background(sfondo);
  image (schermata, 312,160);

  image(bitsingolo,a,b,c,d);
  image (indietro,13,160);
  a +=67;
  if (a >= 467) {
    a= 212;
    b+= 66;
  }
  if ( b >258) {
    a =212;
    b=60;
  }

  if (checkNumberActive() > 0) {
    image (strumentolight5,89,159);
  }
  else {
    image (strumento5, 89, 159);
  }
  if(onOff[position]) {
    suono.trigger();
    image (strumentoblu5,89,159);
  }
  if(position < 15 ) {

```

```

    position++;
}
else {
    position = 0;
}

if(onOff[0]) {
    image (bit1,210,60);
}
if(onOff[1]) {
    image (bit1,277,60);
}
if(onOff[2]) {
    image (bit1,345,60);
}
if(onOff[3]) {
    image (bit1,412,60);
}
if(onOff[4]) {
    image (bit1,210,126);
}
if(onOff[5]) {
    image (bit1,277,126);
}
if(onOff[6]) {
    image (bit1,345,126);
}
if(onOff[7]) {
    image (bit1,412,126);
}
if(onOff[8]) {
    image (bit1,210,192);
}
if(onOff[9]) {
    image (bit1,277,192);
}
if(onOff[10]) {
    image (bit1,345,192);
}
if(onOff[11]) {
    image (bit1,412,192);
}
if(onOff[12]) {
    image (bit1,210,258);
}
if(onOff[13]) {
    image (bit1,277,258);
}
if(onOff[14]) {
    image (bit1,345,258);
}
if(onOff[15]) {
    image (bit1,412,258);
}
}

int checkNumberActive() {

    int num = 0;
    for(int i=0; i<ONOFF.length; i++) {
        if(onOff[i] == true) {
            num++;
        }
    }
    return num;
}

/////
AudioSample suono2;

boolean simbolo_status2;
boolean[] onOff2;
PImage strumentolight2;

void loadComposizioneRullo() {

    minim = new Minim(this);
    suono2 =minim.loadSample("rullo.mp3",480);
    frameRate(9);
    sfondo = loadImage ("griglia.jpg");
    bit1 = loadImage ("bit1.png");
    schermata = loadImage ("schermata.png");
    strumento2 = loadImage ("2.png");
    strumentoblu2 = loadImage ("2b.png");
    strumentolight2 = loadImage("strumentolight2.png");
    bitsingolo = loadImage ("++.png");
    indietro = loadImage("indietro.png");
    imageMode(CENTER);
    simbolo_status2 = false;
    onOff2 = new boolean[16];

    for(int i=0; i<ONOFF2.length; i++) {
        onOff2[i] = false;
    }
}

```

```

}
}

void drawComposizioneRullo() {

    background(sfondo);
    image (schermata, 312,160);

    image(bitsingolo,a,b,c,d);
    image (indietro,13,160);
    a +=67;
    if (a >= 467) {
        a= 212;
        b+= 66;
    }
    if ( b >258) {
        a =212;
        b=60;
    }

    if (checkNumberActive1() > 0) {
        image (strumentolight2,89,160);
    }
    else {
        image (strumento2, 89, 160);
    }

    if(onOff2[position]) {
        suono2.trigger();
        image (strumentoblu2,89,160);
    }
    if(position < 15 ) {
        position++;
    }
    else {
        position = 0;
    }

    if(onOff2[0]) {
        image (bit1,210,60);
    }
    if(onOff2[1]) {
        image (bit1,277,60);
    }
    if(onOff2[2]) {
        image (bit1,345,60);
    }
    if(onOff2[3]) {
        image (bit1,412,60);
    }
    if(onOff2[4]) {
        image (bit1,210,126);
    }
    if(onOff2[5]) {
        image (bit1,277,126);
    }
    if(onOff2[6]) {
        image (bit1,345,126);
    }
    if(onOff2[7]) {
        image (bit1,412,126);
    }
    if(onOff2[8]) {
        image (bit1,210,192);
    }
    if(onOff2[9]) {
        image (bit1,277,192);
    }
    if(onOff2[10]) {
        image (bit1,345,192);
    }
    if(onOff2[11]) {
        image (bit1,412,192);
    }
    if(onOff2[12]) {
        image (bit1,210,258);
    }
    if(onOff2[13]) {
        image (bit1,277,258);
    }
    if(onOff2[14]) {
        image (bit1,345,258);
    }
    if(onOff2[15]) {
        image (bit1,412,258);
    }
}

int checkNumberActive1() {

    int num = 0;
    for(int i=0; i<ONOFF2.length; i++) {
        if(onOff2[i] == true) {
            num++;
        }
    }
}

```

```
    }  
  }  
  return num;  
}
```

```
////////////////////////////////////  
PImage interazione;
```

```
void loadStrumento2()  
{  
  minim = new Minim(this);  
  suono2 =minim.loadSample("suono2.mp3",480);  
  
  strumentoblu2 = loadImage ("2b.png");  
  sfondo = loadImage ("griglia.jpg");  
  interazione =loadImage ("inter.png");  
  indietro = loadImage("indietro.png");  
  imageMode(CENTER);  
}  
void drawStrumento2()  
{  
  background(sfondo);  
  
  image (interazione,452,41.5);  
  image (strumentolight2,e1,160);  
  image (indietro,13,160);  
  
  if(onOff2[position]) {  
    suono2.trigger();  
    image (strumentoblu2,e1,160);  
  }  
  if(position < 15 ) {  
    position++;  
  }  
  else {  
    position = 0;  
  }  
}
```

```
////////////////////////////////////  
PImage interattivo;
```

```
void loadInterazione()  
{  
  interattivo = loadImage ("interactive.png");  
  sfondo = loadImage ("griglia.jpg");  
  
  imageMode(CENTER);  
}  
void drawInterazione()  
{  
  background(sfondo);  
  image (interattivo,241,160);  
}
```

```
////////////////////////////////////  
void loadInterazione2()  
{  
  interattivo = loadImage ("interactive.png");  
  sfondo = loadImage ("griglia.jpg");  
  
  imageMode(CENTER);  
}  
void drawInterazione2()  
{  
  background(sfondo);  
  image (interattivo,241,160);  
}
```

```
////////////////////////////////////  
PImage interazione2;
```

```
void loadStrumento5()  
{  
  minim = new Minim(this);  
  suono =minim.loadSample("suono5.mp3",480);  
  strumentoblu5 = loadImage ("5b.png");  
  sfondo = loadImage ("griglia.jpg");  
  interazione2 =loadImage ("inter2.png");  
  indietro = loadImage("indietro.png");  
  imageMode(CENTER);  
}  
void drawStrumento5()  
{  
  background(sfondo);  
  image (strumentolight5,e2,159);  
  image (interazione2,437,43.5);  
}
```

```

    image (indietro,13,160);

    if(onOff[position]) {
    suono.trigger();
    image (strumentoblu5,e2,159);
    }
    if(position < 15 ) {
    position++;
    }
    else {
    position = 0;
    }
}

////////////////////////////////////

int SCREEN_LOGO = 0;
int SCREEN_MAPPA= 1;
int SCREEN_GOTOMARGHERITA = 2;
int SCREEN_GOTOBARTOLOMEO = 3;
int SCREEN_GOTOSTEFANO = 4;
int SCREEN_ALREADY =5;
int SCREEN_OKMARGHERITA = 6;
int SCREEN_OKBARTOLOMEO = 7;
int SCREEN_OKSTEFANO = 8;
int SCREEN_SCELTA =9;
int SCREEN_COMPOSIZIONE =10;
int SCREEN_STRUMENTO2 =11;
int SCREEN_COMPOSIZIONE_RULLO =12;
int SCREEN_STRUMENTO5 =13;
int SCREEN_INTERAZIONE = 14;
int SCREEN_INTERAZIONE2 = 15;

int screenMode = SCREEN_MAPPA;

void setup()
{
    size(480,320);

    loadLogo();
    loadMappa();
    loadGotomargherita();
    loadGotobartolomeo();
    loadGotostefano();
    loadAlready();
    loadOkmargherita();
    loadOkbartolomeo();
    loadOkstefano();
    loadScelta();
    loadComposizione();
    loadStrumento2();
    loadComposizioneRullo();
    loadStrumento5();
    loadInterazione();
    loadInterazione2();
}

////////////////////////////////////

void draw()
{
    if(screenMode == SCREEN_LOGO) {
    drawLogo();
    noStroke();
    fill(223,223,223);
    rect(x,y, s, g);
    x += 8.38;

    if (x >= 454) {
    x= 454;
    drawMappa();
    screenMode = SCREEN_MAPPA;
    }
}

else if(screenMode == SCREEN_MAPPA) {
    drawMappa();
    (mouseX > 257 -20 && mouseX < 257 + 20 && mouseY > 94 - 20 && mouseY < 94 + 20 ) {
    image (apostoli,257,76.9);
    }

    if (mouseX > 291 -20 && mouseX < 291 + 20 && mouseY > 127 - 20 && mouseY < 127 + 20 ) {
    image (bartolomeo,291,109.5);
    }

    if (mouseX > 190 -20 && mouseX < 190 + 20 && mouseY > 160 - 20 && mouseY < 160 + 20 ) {
    image (polo,190.5,142.95);
    }

    if (mouseX > 156 -20 && mouseX < 156 + 20 && mouseY > 193 - 20 && mouseY < 193 + 20 ) {
    image (margherita,156,176);
    }

    if (mouseX > 248.6 -20 && mouseX < 248.6 + 20 && mouseY > 193 - 20 && mouseY < 193 + 20 ) {

```



```

    image (stefano,248.9,175.9);
}

if (mouseX > 450.23 -20 && mouseX < 450.23 + 20 && mouseY > 226 - 20 && mouseY < 226 + 20 ) {
    image (elena,450.23,209);
}

else if(screenMode == SCREEN_GOTOMARGHERITA) {
    drawGotomargherita();

    if (mouseX > 185 -30 && mouseX < 185 + 30 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        image (conferma,185,222);
    }

    if (mouseX > 294 -30 && mouseX < 294 + 30 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        image (back,293,222);
    }
}
else if(screenMode == SCREEN_GOTOBARTOLOMEO) {
    drawGotobartolomeo();

    if (mouseX > 185 -30 && mouseX < 185 + 30 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        image (conferma,185,222);
    }

    if (mouseX > 294 -30 && mouseX < 294 + 30 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        image (back,293,222);
    }
}
else if(screenMode == SCREEN_GOTOSTEFANO) {
    drawGotostefano();

    if (mouseX > 185 -30 && mouseX < 185 + 30 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        image (conferma,185,222);
    }

    if (mouseX > 294 -30 && mouseX < 294 + 30 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        image (back,293,222);
    }
}
else if(screenMode == SCREEN_ALREADY) {
    drawAlready();
    if (mouseX > 240 -30 && mouseX < 240 + 30 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        image(back,239,222);
    }
}
else if(screenMode == SCREEN_OKMARGHERITA) {
    drawOkmargherita();
    if (mouseX > 185 -15 && mouseX < 185 + 15 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        image(yes,187,221.5);
    }

    if (mouseX > 294 -30 && mouseX < 294 + 30 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        image(back,294,221.5);
    }
}
else if(screenMode == SCREEN_OKBARTOLOMEO) {
    drawOkbartolomeo();
    if (mouseX > 185 -15 && mouseX < 185 + 15 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        image(yes,187,222);
    }

    if (mouseX > 294 -30 && mouseX < 294 + 30 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        image(back,294,222);
    }
}
else if(screenMode == SCREEN_OKSTEFANO) {
    drawOkstefano();
    if (mouseX > 185 -15 && mouseX < 185 + 15 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        image(yes,187,222);
    }

    if (mouseX > 294 -30 && mouseX < 294 + 30 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        image(back,294,222);
    }
}

else if(screenMode == SCREEN_SCELTA) {
    drawScelta();

    if (mouseX > 97 -50 && mouseX < 97 + 50 && mouseY > 94 - 50 && mouseY < 94 + 50 ) {
        image (strumentoblul,97,94);
    }

    if (mouseX > 240 -50 && mouseX < 240 + 50 && mouseY > 94 - 50 && mouseY < 94 + 50 ) {
        image (strumentoblu2,241,94);
    }

    if (mouseX > 374 -50 && mouseX < 374 + 50 && mouseY > 94 - 50 && mouseY < 94 + 50 ) {
        image (strumentoblu3,374,94);
    }
}

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    if (mouseX > 97 - 50 && mouseX < 97 + 50 && mouseY > 225 - 50 && mouseY < 225 + 50 ) {
        image (strumentoblu4,97,226);
    }

    if (mouseX > 240 - 50 && mouseX < 240 + 50 && mouseY > 225 - 50 && mouseY < 225 + 50 ) {
        image (strumentoblu5,240,225);
    }

    if (mouseX > 374 - 50 && mouseX < 374 + 50 && mouseY > 225 - 50 && mouseY < 225 + 50 ) {
        image (strumentoblu6,374,226);
    }
}

else if(screenMode == SCREEN_COMPOSIZIONE) {
    drawComposizione();
}

else if (screenMode == SCREEN_STRUMENTO2) {
    drawStrumento2();
}

else if(screenMode == SCREEN_COMPOSIZIONE_RULLO) {
    drawComposizioneRullo();
}

else if(screenMode == SCREEN_STRUMENTO5) {
    drawStrumento5();
}

else if(screenMode == SCREEN_INTERAZIONE) {
    drawInterazione();
}
else if(screenMode == SCREEN_INTERAZIONE2) {
    drawInterazione2();
}
}

float e1 = 240;
float e2 = 240;

////////////////////////////////////

void mouseDragged() {
    if (screenMode==SCREEN_STRUMENTO2 ) {
        e1 = constrain(mouseX,100,380);
    }
    if (screenMode==SCREEN_STRUMENTO5 ) {
        e2 = constrain(mouseX,100,380);
    }
}

////////////////////////////////////

void mousePressed()
{
    println(screenMode);
    if(screenMode == SCREEN_MAPPA) {
        if (mouseX > 257 - 20 && mouseX < 257 + 20 && mouseY > 94 - 20 && mouseY < 94 + 20 ) {
            image (apostoli,257,76.9);
        }

        if (mouseX > 291 - 20 && mouseX < 291 + 20 && mouseY > 127 - 20 && mouseY < 127 + 20 ) {
            image (bartolomeo,291,109.5);
        }

        if (mouseX > 190 - 20 && mouseX < 190 + 20 && mouseY > 160 - 20 && mouseY < 160 + 20 ) {
            image (polo,190.5,142.95);
        }

        if (mouseX > 156 - 20 && mouseX < 156 + 20 && mouseY > 193 - 20 && mouseY < 193 + 20 ) {
            image (margherita,156,176);
        }

        if (mouseX > 248.6 - 20 && mouseX < 248.6 + 20 && mouseY > 193 - 20 && mouseY < 193 + 20 ) {
            image (stefano,248.9,175.9);
        }

        if (mouseX > 450.23 - 20 && mouseX < 450.23 + 20 && mouseY > 226 - 20 && mouseY < 226 + 20 ) {
            image (elena,450.23,209);
        }
    }
}

if(screenMode == SCREEN_MAPPA) {

    if(mouseX > 156 - 20 && mouseX < 156 + 20 && mouseY > 193 - 20 && mouseY < 193 + 20 ) {
        screenMode = SCREEN_GOTOMARGHERITA;
    }
    if(mouseX > 291 - 20 && mouseX < 291 + 20 && mouseY > 127 - 20 && mouseY < 127 + 20 ) {
        screenMode = SCREEN_GOTOBARTOLOMEO;
    }
}

```

```

}
if(mouseX > 248.6 -20 && mouseX < 248.6 + 20 && mouseY > 193 - 20 && mouseY < 193 + 20 ) {
    screenMode = SCREEN_GOTOSTEFANO;
}
if (mouseX > 257 -20 && mouseX < 257 + 20 && mouseY > 94 - 20 && mouseY < 94 + 20 ) {
    screenMode = SCREEN_ALREADY;
}
if (mouseX > 190 -20 && mouseX < 190 + 20 && mouseY > 160 - 20 && mouseY < 160 + 20 ) {
    screenMode = SCREEN_ALREADY;
}
if (mouseX > 450.23 -20 && mouseX < 450.23 + 20 && mouseY > 226 - 20 && mouseY < 226 + 20 ) {
    screenMode = SCREEN_ALREADY;
}
}

if(screenMode == SCREEN_OKMARGHERITA) {
    if(mouseX > 294 -30 && mouseX < 294 + 30 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        screenMode = SCREEN_MAPPA;
    }
    if(mouseX > 185 -15 && mouseX < 185 + 15 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        screenMode = SCREEN_SCELTA;
    }
}
if(screenMode == SCREEN_OKBARTOLOMEO) {
    if(mouseX > 294 -30 && mouseX < 294 + 30 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        screenMode = SCREEN_MAPPA;
    }
    if(mouseX > 185 -15 && mouseX < 185 + 15 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        screenMode = SCREEN_SCELTA;
    }
}
if(screenMode == SCREEN_OKSTEFANO) {
    if(mouseX > 294 -30 && mouseX < 294 + 30 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        screenMode = SCREEN_MAPPA;
    }
    if(mouseX > 185 -15 && mouseX < 185 + 15 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        screenMode = SCREEN_SCELTA;
    }
}
}

if(screenMode == SCREEN_ALREADY) {
    if (mouseX > 240 -30 && mouseX < 240 + 30 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        screenMode = SCREEN_MAPPA;
    }
}
if(screenMode == SCREEN_GOTOMARGHERITA) {
    if(mouseX > 294 -30 && mouseX < 294 + 30 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        screenMode = SCREEN_MAPPA;
    }
    if(mouseX > 185 -30 && mouseX < 185 + 30 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        screenMode = SCREEN_OKMARGHERITA ;
    }
}
}

if(screenMode == SCREEN_GOTOBARTOLOMEO) {
    if(mouseX > 294 -30 && mouseX < 294 + 30 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        screenMode = SCREEN_MAPPA;
    }
    if(mouseX > 185 -30 && mouseX < 185 + 30 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        screenMode = SCREEN_OKBARTOLOMEO ;
    }
}
}

if(screenMode == SCREEN_GOTOSTEFANO) {
    if(mouseX > 294 -30 && mouseX < 294 + 30 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        screenMode = SCREEN_MAPPA;
    }
    if(mouseX > 185 -30 && mouseX < 185 + 30 && mouseY > 220 - 10 && mouseY < 220 + 10 ) {
        screenMode = SCREEN_OKSTEFANO ;
    }
}
}

if(screenMode == SCREEN_SCELTA) {
    if (mouseX > 240 -50 && mouseX < 240 + 50 && mouseY > 94 - 50 && mouseY < 94 + 50 ) {
        screenMode = SCREEN_COMPOSIZIONE_RULLO ;
    }
}

if (mouseX > 240 -50 && mouseX < 240 + 50 && mouseY > 225 - 50 && mouseY < 225 + 50 ) {
    screenMode = SCREEN_COMPOSIZIONE ;
}
}

if (mouseX > 13 -8 && mouseX < 13 + 8 && mouseY > 160 - 10 && mouseY < 160 + 10 ) {
    screenMode = SCREEN_MAPPA ;
}
}

if(screenMode == SCREEN_COMPOSIZIONE) {
    if(mouseX > 89 -30 && mouseX < 89 + 30 && mouseY > 160 - 10 && mouseY < 160 + 10 ) {
        screenMode = SCREEN_STRUMENTO5;
    }
    if (mouseX > 13 -8 && mouseX < 13 + 8 && mouseY > 160 - 10 && mouseY < 160 + 10 ) {
        screenMode = SCREEN_SCELTA ;
    }
}
}

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if (mouseX > 210 - 30 && mouseX < 210 + 30 && mouseY > 60 - 30 && mouseY < 60 + 30 ) {
    onOff[0] = !onOff[0];
}
if (mouseX > 277 - 30 && mouseX < 277 + 30 && mouseY > 60 - 30 && mouseY < 60 + 30 ) {
    onOff[1] = !onOff[1];
}
if (mouseX > 345 - 30 && mouseX < 345 + 30 && mouseY > 60 - 30 && mouseY < 60 + 30 ) {
    onOff[2] = !onOff[2];
}
if (mouseX > 412 - 30 && mouseX < 412 + 30 && mouseY > 60 - 30 && mouseY < 60 + 30 ) {
    onOff[3] = !onOff[3];
}
if (mouseX > 210 - 30 && mouseX < 210 + 30 && mouseY > 126 - 30 && mouseY < 126 + 30 ) {
    onOff[4] = !onOff[4];
}
if (mouseX > 278 - 30 && mouseX < 278 + 30 && mouseY > 126 - 30 && mouseY < 126 + 30 ) {
    onOff[5] = !onOff[5];
}
if (mouseX > 345 - 30 && mouseX < 345 + 30 && mouseY > 126 - 30 && mouseY < 126 + 30 ) {
    onOff[6] = !onOff[6];
}
if (mouseX > 412 - 30 && mouseX < 412 + 30 && mouseY > 126 - 30 && mouseY < 126 + 30 ) {
    onOff[7] = !onOff[7];
}
if (mouseX > 211 - 30 && mouseX < 211 + 30 && mouseY > 192 - 30 && mouseY < 192 + 30 ) {
    onOff[8] = !onOff[8];
}
if (mouseX > 277 - 30 && mouseX < 277 + 30 && mouseY > 192 - 30 && mouseY < 192 + 30 ) {
    onOff[9] = !onOff[9];
}
if (mouseX > 345 - 30 && mouseX < 345 + 30 && mouseY > 192 - 30 && mouseY < 192 + 30 ) {
    onOff[10] = !onOff[10];
}
if (mouseX > 412 - 30 && mouseX < 412 + 30 && mouseY > 192 - 30 && mouseY < 192 + 30 ) {
    onOff[11] = !onOff[11];
}
if (mouseX > 210 - 30 && mouseX < 210 + 30 && mouseY > 258 - 30 && mouseY < 258 + 30 ) {
    onOff[12] = !onOff[12];
}
if (mouseX > 278 - 30 && mouseX < 278 + 30 && mouseY > 258 - 30 && mouseY < 258 + 30 ) {
    onOff[13] = !onOff[13];
}
if (mouseX > 345 - 30 && mouseX < 345 + 30 && mouseY > 258 - 30 && mouseY < 258 + 30 ) {
    onOff[14] = !onOff[14];
}
if (mouseX > 412 - 30 && mouseX < 412 + 30 && mouseY > 258 - 30 && mouseY < 258 + 30 ) {
    onOff[15] = !onOff[15];
}
}

if(screenMode == SCREEN_INTERAZIONE) {
    if (mouseX > 240 - 50 && mouseX < 240 + 50 && mouseY > 160 - 50 && mouseY < 160 + 50 ) {
        screenMode = SCREEN_STRUMENTO2 ;
    }
}

if(screenMode == SCREEN_INTERAZIONE2) {
    if (mouseX > 240 - 50 && mouseX < 240 + 50 && mouseY > 160 - 50 && mouseY < 160 + 50 ) {
        screenMode = SCREEN_STRUMENTO5 ;
    }
}

if(screenMode == SCREEN_COMPOSIZIONE_RULLO) {
    if (mouseX > 13 - 8 && mouseX < 13 + 8 && mouseY > 160 - 10 && mouseY < 160 + 10 ) {
        screenMode = SCREEN_SCELTA ;
    }
    if (mouseX > 210 - 30 && mouseX < 210 + 30 && mouseY > 60 - 30 && mouseY < 60 + 30 ) {
        onOff2[0] = !onOff2[0];
    }
    if (mouseX > 277 - 30 && mouseX < 277 + 30 && mouseY > 60 - 30 && mouseY < 60 + 30 ) {
        onOff2[1] = !onOff2[1];
    }
    if (mouseX > 345 - 30 && mouseX < 345 + 30 && mouseY > 60 - 30 && mouseY < 60 + 30 ) {
        onOff2[2] = !onOff2[2];
    }
    if (mouseX > 412 - 30 && mouseX < 412 + 30 && mouseY > 60 - 30 && mouseY < 60 + 30 ) {
        onOff2[3] = !onOff2[3];
    }
    if (mouseX > 210 - 30 && mouseX < 210 + 30 && mouseY > 126 - 30 && mouseY < 126 + 30 ) {
        onOff2[4] = !onOff2[4];
    }
    if (mouseX > 278 - 30 && mouseX < 278 + 30 && mouseY > 126 - 30 && mouseY < 126 + 30 ) {
        onOff2[5] = !onOff2[5];
    }
    if (mouseX > 345 - 30 && mouseX < 345 + 30 && mouseY > 126 - 30 && mouseY < 126 + 30 ) {
        onOff2[6] = !onOff2[6];
    }
    if (mouseX > 412 - 30 && mouseX < 412 + 30 && mouseY > 126 - 30 && mouseY < 126 + 30 ) {
        onOff2[7] = !onOff2[7];
    }
    if (mouseX > 211 - 30 && mouseX < 211 + 30 && mouseY > 192 - 30 && mouseY < 192 + 30 ) {
        onOff2[8] = !onOff2[8];
    }
}
}

```

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if (mouseX > 277 - 30 && mouseX < 277 + 30 && mouseY > 192 - 30 && mouseY < 192 + 30 ) {
  onOff2[9] = !onOff2[9];
}
if (mouseX > 345 - 30 && mouseX < 345 + 30 && mouseY > 192 - 30 && mouseY < 192 + 30 ) {
  onOff2[10] = !onOff2[10];
}
if (mouseX > 412 - 30 && mouseX < 412 + 30 && mouseY > 192 - 30 && mouseY < 192 + 30 ) {
  onOff2[11] = !onOff2[11];
}
if (mouseX > 210 - 30 && mouseX < 210 + 30 && mouseY > 258 - 30 && mouseY < 258 + 30 ) {
  onOff2[12] = !onOff2[12];
}
if (mouseX > 278 - 30 && mouseX < 278 + 30 && mouseY > 258 - 30 && mouseY < 258 + 30 ) {
  onOff2[13] = !onOff2[13];
}
if (mouseX > 345 - 30 && mouseX < 345 + 30 && mouseY > 258 - 30 && mouseY < 258 + 30 ) {
  onOff2[14] = !onOff2[14];
}
if (mouseX > 412 - 30 && mouseX < 412 + 30 && mouseY > 258 - 30 && mouseY < 258 + 30 ) {
  onOff2[15] = !onOff2[15];
}
}
if(screenMode == SCREEN_COMPOSIZIONE_RULLO) {
  if(mouseX > 89 - 30 && mouseX < 89 + 30 && mouseY > 160 - 10 && mouseY < 160 + 10) {
    screenMode = SCREEN_STRUMENTO2;
  }
  if (mouseX > 13 - 8 && mouseX < 13 + 8 && mouseY > 160 - 10 && mouseY < 160 + 10 ) {
    screenMode = SCREEN_SCELTA ;
  }
}
}

if(screenMode == SCREEN_STRUMENTO2) {
  if (mouseX > 13 - 8 && mouseX < 13 + 8 && mouseY > 160 - 10 && mouseY < 160 + 10 ) {
    screenMode = SCREEN_COMPOSIZIONE_RULLO ;
  }
  if (mouseX > 452 - 8 && mouseX < 452 + 8 && mouseY > 41.5 - 10 && mouseY < 41.5 + 10 ) {
    screenMode = SCREEN_INTERAZIONE ;
  }
  if( mouseX > 100 && mouseX < 380){
    e1 = mouseX;
  }
}
}

if(screenMode == SCREEN_STRUMENTO5) {
  if (mouseX > 13 - 8 && mouseX < 13 + 8 && mouseY > 160 - 10 && mouseY < 160 + 10 ) {
    screenMode = SCREEN_COMPOSIZIONE ;
  }
  if (mouseX > 437 - 20 && mouseX < 437 + 20 && mouseY > 43 - 20 && mouseY < 43 + 20 ) {
    screenMode = SCREEN_INTERAZIONE2 ;
  }
  if( mouseX > 100 && mouseX < 380){
    e2 = mouseX;
    println("X");
  }
}
}
}

```