```
import processing.phone.*;



PImage sfondo;
PImage back;
PImage mirino;
PImage mirinoreverse;
PImage mappa;

Phone myPhone;

int bgX;
int bgY;
int mirinoX;
int mirinoY;
int gap;

boolean upMove;
boolean downMove;
boolean leftMove;
boolean rightMove;
int[] arrayBack;
int indexBack;

int[][] area;
int pagina;
int colore = 0;

boolean viewMap;
```

```
void setup() {
  size(240,320);
  pagina = 0;
  myPhone = new Phone(this);
  myPhone.fullscreen();
  gap = 5;
  area = new int[9][2]; // [x][y]
  arrayBack = new int[10];
  indexBack = 0;
  upMove = false;
  downMove = false;
  leftMove = false;
  rightMove = false;

  area[0][0] = -240;
  area[0][1] = -320;
  area[1][0] = -480;
  area[1][1] = 0;
  area[2][0] = -240;
  area[2][1] = -640;
  area[3][0] = 0;
  area[3][1] = -320;
  area[4][0] = 0;
  area[4][1] = -640;
  area[5][0] = 0;
  area[5][1] = 0;
  area[6][0] = -240;
  area[6][1] = 0;
  area[7][0] = -480;
  area[7][1] = -320;
```

```
  AREA[8][0] = -480;
  AREA[8][1] = -640;
  VIEWMAP = FALSE;

  BGX = AREA[0][0];
  BGY = AREA[0][1];

  MIRINOX = 120;
  MIRINOY = 160;

  SFONDO = LOADIMAGE("IMAGE0K.JPG");
  BACK = LOADIMAGE("BACK.PNG");
  MIRINO = LOADIMAGE("00MIRINO.PNG");
  MIRINOREVERSE = LOADIMAGE("01MIRINO.PNG");
  MAPPA = LOADIMAGE("MAPPABASE.JPG");

}

VOID DRAW() {

  IF(PAGINA==0){
    IMAGE (SFONDO, AREA[0][0], AREA[0][1]);
  }

  IF(PAGINA > 0){
    BGX = EASEOUT(BGX, AREA[PAGINA][0], 2);
    BGY = EASEOUT(BGY, AREA[PAGINA][1], 2);
    IMAGE (SFONDO, BGX, BGY);
  }

  // SHOW MAP
  IF(VIEWMAP){
    IMAGE(MAPPA, -240, -320);
```

```
  }

  if(pagina > 1){
    image(back,190,253);
  }

  if(pagina > 0){
    drawMirino();
  }

  if(upMove){
    mirinoY = mirinoY - gap;
  }
  if(downMove){
    mirinoY = mirinoY + gap;
  }
  if(leftMove){
    mirinoX = mirinoX - gap;
  }
  if(rightMove){
    mirinoX = mirinoX + gap;
  }









  mirinoXtemp = mirinoX + 40;
  mirinoYtemp = mirinoY + 46;
}

  void addBack(int a){
```

```
    arrayBack[indexBack] = a;
    indexBack++;
  }

  void resetBack(){
    for(int i=0; i< arrayBack.length; i++){
      arrayBack[i] = 0;
    }
    indexBack = 0;
  }

  void keyPressed() {

    if(pagina == 0){
      if(keyCode == FIRE){
        pagina = 1;
      }
    }
    else if(pagina == 1){
      if(keyCode == FIRE){
        if(mirinoXtemp > 4 && mirinoXtemp < 234 && mirinoYtemp > 244 && mirinoYtemp
< 311){
          pagina = 5;
        }
        else if(mirinoXtemp > 85 && mirinoXtemp < 168 && mirinoYtemp > 130 &&
mirinoYtemp < 225){
          pagina = 2;
          addBack(2);
        }
      }
    }

    else if(pagina == 2){
```

```
      if(keyCode == FIRE){

        if(mirinoXtemp > 40 && mirinoXtemp < 234 && mirinoYtemp > 180 &&
mirinoYtemp < 247){

          pagina = 3;

          addBack(3);



        }

        else if(mirinoXtemp > 40 && mirinoXtemp < 234 && mirinoYtemp > 93 &&
mirinoYtemp < 160){

          pagina = 8;

          addBack(8);

        }

        else if(mirinoXtemp > 40 && mirinoXtemp < 234 && mirinoYtemp > 4 &&
mirinoYtemp < 71){

          viewMap = true;

       }

      }

    }



    else if(pagina == 3){

      if(keyCode == FIRE){

        if(mirinoXtemp > 20 && mirinoXtemp <  180 && mirinoYtemp > 220 &&
mirinoYtemp < 255){

          pagina = 4;

          addBack(4);

      }

    }

  }

  else if(pagina == 4){

    if(keyCode == FIRE){

      if(mirinoXtemp > 85 && mirinoXtemp < 168 && mirinoYtemp > 244 && mirinoYtemp
< 311 ){

        pagina = 2;

        resetBack();

        addBack(2);
```

```
      }
    }
  }
  else if(pagina == 5){
    if(keyCode == FIRE){
      if(mirinoXtemp > 85 && mirinoXtemp < 168 && mirinoYtemp > 220 && mirinoYtemp
< 311 ){
        pagina = 6;
        addBack(6);
      }
    }
  }
  else if(pagina == 6){
    if(keyCode == FIRE){
      if(mirinoXtemp > 40 && mirinoXtemp < 234 && mirinoYtemp > 4 && mirinoYtemp <
71){
        viewMap = true;
      }
      if(mirinoXtemp > 40 && mirinoXtemp <  234 && mirinoYtemp > 93 && mirinoYtemp
< 160){
        pagina = 7;
        addBack(7);
      }
    }
  }


  else if(pagina == 7){
    if(keyCode == FIRE){
        pagina = 2;
        resetBack();
        addBack(2);
    }
  }
```

```
// *****************



IF(PAGINA > 2 && VIEWMAP == FALSE){
  IF(KEYCODE == SOFTKEY2){
    PAGINA = ARRAYBACK[INDEXBACK-2];
    INDEXBACK--;
  }
}

// BACK
IF((PAGINA == 2 && VIEWMAP==TRUE) || (PAGINA == 6 && VIEWMAP==TRUE)){
  IF(KEYCODE == SOFTKEY2){
    VIEWMAP = FALSE;
  }
}



// JOYSTICK
IF(PAGINA>0){
  IF(KEYCODE == UP){
    UPMOVE = TRUE;
  }
  IF(KEYCODE == DOWN){
    DOWNMOVE = TRUE;
  }
  IF(KEYCODE == LEFT){
```

```
      leftMove = true;
    }
    if(keyCode == RIGHT){
      rightMove = true;
    }

  }

}

void keyReleased(){
  if(keyCode == UP){
    upMove = false;
  }
  if(keyCode == DOWN){
    downMove = false;
  }
  if(keyCode == LEFT){
    leftMove = false;
  }
  if(keyCode == RIGHT){
    rightMove = false;
  }



}

int mirinoXtemp;
int mirinoYtemp;



void drawMirino(){
```

```
  //PRINTLN(PAGINA);

  IF(PAGINA == 1){



    IF(MIRINOXTEMP > 4 && MIRINOXTEMP < 234 && MIRINOYTEMP > 244 && MIRINOYTEMP <
311){

      IMAGE(MIRINOREVERSE, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40,
270));

    }

    ELSE IF(MIRINOXTEMP > 85 && MIRINOXTEMP < 168 && MIRINOYTEMP > 130 &&
MIRINOYTEMP < 225){

      IMAGE(MIRINOREVERSE, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40,
270));

    }

    ELSE{

      IMAGE(MIRINO, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40, 270));

    }



  }



  IF(PAGINA == 2){



    IF(MIRINOXTEMP > 40 && MIRINOXTEMP < 234 && MIRINOYTEMP > 180 && MIRINOYTEMP <
247){

      IMAGE(MIRINOREVERSE, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40,
270));

    }

    ELSE IF(MIRINOXTEMP > 40 && MIRINOXTEMP < 234 && MIRINOYTEMP > 93 &&
MIRINOYTEMP < 160){

      IMAGE(MIRINOREVERSE, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40,
270));

    }

    ELSE IF(MIRINOXTEMP > 40 && MIRINOXTEMP < 234 && MIRINOYTEMP > 4 && MIRINOYTEMP
< 71){

      IMAGE(MIRINOREVERSE, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40,
270));

    }

    ELSE{
```

```
      IMAGE(MIRINO, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40, 270));

    }

  }

  IF(PAGINA == 3){



    //TROMBA

    IF(MIRINOXTEMP > 20 && MIRINOXTEMP < 60 && MIRINOYTEMP > 50 && MIRINOYTEMP < 70
){

      IMAGE(MIRINOREVERSE, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40,
270));

    }

    //SCARPA

    ELSE IF(MIRINOXTEMP > 67 && MIRINOXTEMP < 103 && MIRINOYTEMP > 50 &&
MIRINOYTEMP < 79){

      IMAGE(MIRINOREVERSE, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40,
270));

    }

    //POLLO

    ELSE IF(MIRINOXTEMP > 120 && MIRINOXTEMP < 155 && MIRINOYTEMP > 46 &&
MIRINOYTEMP < 70){

      IMAGE(MIRINOREVERSE, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40,
270));

    }

    //SPRITZ

    ELSE IF(MIRINOXTEMP > 165 && MIRINOXTEMP <  180 && MIRINOYTEMP > 46 &&
MIRINOYTEMP < 79){

      IMAGE(MIRINOREVERSE, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40,
270));

    }

    //FANTASMA

    ELSE IF(MIRINOXTEMP > 200 && MIRINOXTEMP <  235 && MIRINOYTEMP > 46 &&
MIRINOYTEMP < 70){

      IMAGE(MIRINOREVERSE, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40,
270));

    }

    //VIEW CALENDER

    ELSE IF(MIRINOXTEMP > 20 && MIRINOXTEMP <  180 && MIRINOYTEMP > 220 &&
MIRINOYTEMP < 255){
```

```
      IMAGE(MIRINOREVERSE, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40,
270));

    }

    ELSE{

      IMAGE(MIRINO, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40, 270));

    }

  }

  IF(PAGINA == 4){



    IF(MIRINOXTEMP > 85 && MIRINOXTEMP < 168 && MIRINOYTEMP > 244 && MIRINOYTEMP <
311 ){

      IMAGE(MIRINOREVERSE, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40,
270));

    }

    ELSE{

      IMAGE(MIRINO, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40, 270));

    }

  }

  IF(PAGINA == 5){



    IF(MIRINOXTEMP > 85 && MIRINOXTEMP < 168 && MIRINOYTEMP > 220 && MIRINOYTEMP <
311 ){

      IMAGE(MIRINOREVERSE, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40,
270));

    }

    ELSE{

      IMAGE(MIRINO, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40, 270));

    }

  }

  IF(PAGINA == 6){

    //MAP

    IF(MIRINOXTEMP > 40 && MIRINOXTEMP < 234 && MIRINOYTEMP > 4 && MIRINOYTEMP <
71){

      IMAGE(MIRINOREVERSE, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40,
270));

    }
```

```
    //T-SHIRT

    ELSE IF(MIRINOXTEMP > 40 && MIRINOXTEMP <  234 && MIRINOYTEMP > 93 &&
MIRINOYTEMP < 160){

      IMAGE(MIRINOREVERSE, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40,
270));

    }

    ELSE{

      IMAGE(MIRINO, CONSTRAIN(MIRINOX, -35, 195) ,CONSTRAIN(MIRINOY, -40, 270));

    }

  }

}



INT EASEOUT(INT CURRENTORIGINAL, INT TARGETORIGINAL, INT SPEED)

{

  // MAKE VALUES LARGE FOR MATH

  INT CURRENT = CURRENTORIGINAL * 1000; // MAKE CURRENT VALUE LARGE FOR MATH (E.G.
2 BECOMES 2000)

  INT TARGET = TARGETORIGINAL * 1000;   // MAKE TARGET VALUE LARGE FOR MATH  (E.G.
33 BECOMES 33000)



  // DO MATH TO CALCULATE OUR NEXT VALUE

  INT CHANGE = TARGET - CURRENT;     // FIND OUT HOW MUCH CHANGE THERE IS (E.G.
33000 - 2000 = 31000)

  INT CHANGELITTLE = CHANGE / SPEED; // MAKE THE CHANGE A LITTLE CHANGE   (E.G.
31000 / 4 = 7750)

  INT NEXT = CURRENT + CHANGELITTLE; // CHANGE THE CURRENT VALUE A LITTLE (E.G.
2000 + 7750 = 9750)



  // MAKE NEXT VALUE SMALL FOR SCREEN

  NEXT = NEXT / 1000;



  // IF OUR LITTLE CHANGE WAS SO LITTLE THAT WE DIDN'T MOVE...

  IF(NEXT == CURRENTORIGINAL){

    NEXT = TARGETORIGINAL; // OUR NEXT STEP IS OUR TARGET

  }
```

```
  RETURN NEXT; // RETURN OUR NEXT VALUE (E.G. 9750 / 1000 = 9, REMEMBER THAT WE STARTED WITH 2)

}
```