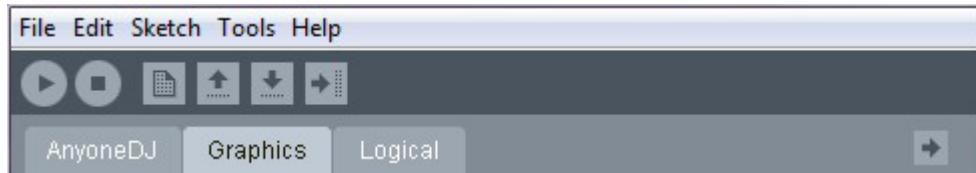


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```
///////////load image///
PIImage start;
PIImage home;
PIImage icPlay;
PIImage icChart;
PIImage icMix;
PIImage icEvent;
PIImage icGuest;
PIImage sfondo;
PIImage play01;
PIImage play02;
PIImage play03;
PIImage chart01;
PIImage chart02;
PIImage evento01;
PIImage evento02;
PIImage evento03;
PIImage evento04;
PIImage mix;
PIImage guest01;
PIImage guest02;
PIImage guest03;
PIImage guest04;
PIImage guest05;
PIImage guest06;
PIImage guest07;
PIImage sfondoMix;
PIImage wantmix;
PFont font;
PIImage song;
PIImage filterbot;
PIImage loopbot;
PIImage flangerbot;
PIImage echobot;

///////////
void loadStart() {
    start = loadImage ("start.png");
}
void drawStart() {
    image (start,0,0);
}
```

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```
void loadHome() {  
    home = loadImage ("home.png");  
    icPlay = loadImage ("icPlay.png");  
    icMix = loadImage ("icMix.png");  
    icChart = loadImage ("icChart.png");  
    icGuest = loadImage ("icGuest.png");  
    icEvent = loadImage ("icEvent.png");  
}  
void drawHome() {  
    image (home,0,0);  
    image (icPlay,10,90);  
    image (icMix,10,340);  
    image (icChart,220,90);  
    image (icGuest,220,330);  
    image (icEvent,110,210);  
}  
void loadPlay() {  
    play01 = loadImage ("play01.png");  
}  
void drawPlay() {  
}  
void loadPlay2() {  
    play02 = loadImage ("play02.png");  
    play03 = loadImage ("play03.png");  
}  
void drawPlay2() {  
}  
void loadChart() {  
    chart01 = loadImage ("chart01.png");  
    chart02 = loadImage ("chart02.png");  
}  
void drawChart() {  
}  
void loadEvent() {  
    sfondo = loadImage ("sfondo.png");  
    evento01=loadImage ("evento01.png");  
    evento02=loadImage ("evento02.png");  
    evento03=loadImage ("evento03.png");  
    evento04=loadImage ("evento04.png");  
}  
void drawEvent() {  
}  
void loadMix() {  
    mix = loadImage("mix.png");  
}  
void drawMix() {  
    image (mix,10,70);  
}
```

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```
void loadGuest1() {      //tendine
    guest01=loadImage ("guest01.png");
}
void drawGuest1() {
}
void loadGuest2() {      //foto
    guest02=loadImage ("guest02.png");
}
void drawGuest2() {
}

void loadGuest3() {      //profilo
    guest03=loadImage ("guest03.png");
    guest04=loadImage ("guest04.png");
    guest05=loadImage ("guest05.png");
}
void drawGuest3() {
}
void loadGuest4() {      //comment
    guest06=loadImage ("guest06.png");
}
void drawGuest4() {
}
void loadGuest5() {      //send
    guest07=loadImage ("guest07.png");
}
void drawGuest5() {
}

//////////////////////////////remix////////

void loadRemix() {
    wantmix = loadImage ("wantmix.png");
}
void drawRemix() {
}
void loadRemix1() {
    sfondoMix = loadImage ("sfondoMix.png");
    song = loadImage ("song.png");
    //countdown
    font = loadFont ("Astronaut.vlw");
    frameRate(rate);
    textAlign(CENTER, CENTER);
    textFont(font, 80);
}
void drawRemix1() {
    image (sfondoMix,0,0);
    noStroke();
    fill(#231F20,100);
```

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```
ellipse (160,230,180,180);
fill(#4B4C4E);
ellipse (160,230,110,110);

//song
image (song,t,440);
t=t+vt;
if(t>width) {
  t=-250;
}

//buttoni
filterbot = loadImage ("filterbot.png");
loopbot = loadImage ("loopbot.png");
flangerbot = loadImage ("flangerbot.png");
echobot = loadImage ("echobot.png");
if(flangerStatus) {
  image(flangerbot,190,385);
  drawFlanger();
}
else {
}
if(filterStatus) {
  image(filterbot,25,385); // load image on filter ON
  drawFilter();
}
else {
}
if(echoStatus) {
  image(echobot,255,385);
  drawEcho();
}
else {
}
if(loopStatus) {
  image(loopbot,90,385);
  drawLoop();
}

//countdown
fill(255);
text(timer, 118, 250);
//frameCounter++;
if (frameCounter == rate) {
  frameCounter = 0;
  timer--;
}
```

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```
if (timer == 0) {
  Screen = Home;
}
}

//////////////////////////////effects///////////

  //filter
void loadFilter () {
}
void drawFilter() {
  noStroke();
  fill(#B72C86,100);
  arc (160,230,250,250,radians(e),radians(d));
}

  //loop
void loadLoop () {
  for(int i = 0; i < s.length; i++) {
    s[i] = new squiggle();
  }
}
void drawLoop() {
  noStroke();
  fill (#B6CB8E,80);
  for(int i = 0; i < s.length; i++) {
    s[i].draw();
  }
}
class squiggle {
  float rad;
  float x,y;
  float rand_turn;
  boolean turn = false;
  float speed;
  squiggle() {
    x = 160;
    y = 230;
    rad = random(0,2*PI);
    speed = random(.2,.3);
  }
  void draw() {
    line(x,y,cos(rad) * speed + x, sin(rad) * speed + y);
    ellipse(x,y,q,q);
    x = cos(rad) * speed + x;
    y = sin(rad) * speed + y;
    if(sqrt(sq(x - (width/2)) + sq(y - (height/2))) < 100) {
      rad += random(-.25,.25);
    }
  }
}
```

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```
    turn = false;
}
else {
  if(turn == false) {
    rand_turn = random(.1,.3);
    turn = true;
  }
  rad += rand_turn;
}
}

//flanger
void loadFlanger () {
  for (i = 0; i<3;i++) {
    g[i]=random(360);
  }
  noStroke();
  vel = 5;
}
void drawFlanger() {
  for (i = 0; i<3;i++) {
    g[i]+=vel;
    g[i] %= 360;
    turbina(160,230,g[0]);
  }
}

//echo
void loadEcho () {
  ripples = new ArrayList();
}
void drawEcho() {
  for( int i = ripples.size()-1; i >= 0;i--) {
    Ripple ripple = (Ripple) ripples.get(i);
    ripple.resize();
    ripple.display();
    if(!ripple.on)ripples.remove(i);
  }
  timer1++;
  if(timer1 %18==0) {
    int which = round(random(1));
    ripples.add(new Ripple(160, 230, which));
  }
}
```

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```
//mouse sound
import ddf.minim.*;
import ddf.minim.signals.*;
import ddf.minim.analysis.*;
import ddf.minim.effects.*;
AudioSample click;
Minim minim;

//screens
int Start =0;
int Home =1;
int Play =2;
int Play2 =3;
int Chart =4;
int Event =5;
int Mix =6;
int Guest1 =7;
int Guest2 =8;
int Guest3 =9;
int Guest4 =10;
int Guest5 =11;
int Screen = Start;
int Remix =12;
int Remix1 =13;

//countdown
int timer = 82;
int rate = 15;
int frameCounter;

//song
float t=0;
float vt= 2;

boolean flangerStatus;
boolean filterStatus;
boolean loopStatus;
boolean echoStatus;

//filter
int d=270;
int e=270;
```

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```
//loop
squiggle[] s = new squiggle[70];
int q=40; //dimensione partenza

//flanger
float[] g = new float[3];
int i;
float vel;

//echo
ArrayList ripples;
int timer1 = 0;
int c1 = color (3,255,21);
int c2 = color (0,142,10);
int c3 = color (111,255,1);
color[] c = {
  c1, c2, c3
};

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

  //mouse sound
  minim = new Minim (this);
  click = minim.loadSample("click.wav");

  loadStart();
  loadHome();
  loadPlay();
  loadPlay2();
  loadChart();
  loadEvent();
  loadMix();
  loadGuest1(); //tendine
  loadGuest2(); //foto
  loadGuest3(); //profilo
  loadGuest4(); //comment
  loadGuest5(); //send
  loadRemix();
  loadRemix1();
  loadFilter();
  loadLoop();
  loadFlanger();
  loadEcho();
```

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```
flangerStatus = false;
filterStatus = false;
loopStatus = false;
echoStatus = false;
}
void draw() {
  if (Screen == Start) {
    drawStart();
  }
  if (Screen == Home) {
    drawHome();
  }
  if (Screen == Play) {
    drawPlay();
  }
  if (Screen == Play2) {
    drawPlay2();
  }
  if (Screen == Chart) {
    drawChart();
  }
  if (Screen == Event) {
    drawEvent();
  }
  if (Screen == Mix) {
    drawMix();
  }
  if (Screen == Guest1) {
    drawGuest1();
  }
  if (Screen == Guest2) {
    drawGuest2();
  }
  if (Screen == Guest3) {
    drawGuest3();
  }
  if (Screen == Guest4) {
    drawGuest4();
  }
  if (Screen == Guest5) {
    drawGuest5();
  }
  if (Screen == Remix) {
    drawRemix();
  }
  if (Screen == Remix1) {
    drawRemix1();
  }
}
```

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```
/////////////////////////////mousePressed/////////
void mousePressed () {
  if(Screen == Home) {
    if(mouseX>15 && mouseX<95 && mouseY>95 && mouseY<175) {
      Screen = Play;
      click.trigger();
    }
    if(mouseX>225 && mouseX<305 && mouseY>95 && mouseY<175) {
      Screen = Chart;
      click.trigger();
    }
    if(mouseX>120 && mouseX<200 && mouseY>225 && mouseY<305) {
      Screen = Event;
      click.trigger();
    }
    if(mouseX>15 && mouseX<95 && mouseY>350 && mouseY<430) {
      Screen = Mix;
      click.trigger();
    }
    if(mouseX>225 && mouseX<305 && mouseY>350 && mouseY<430) {
      Screen = Guest1;
      click.trigger();
    }
    if(mouseX>0 && mouseX<320 && mouseY>10 && mouseY<60) {
      Screen = Remix;
      click.trigger();
    }
  }
  if (Screen == Start) {
    Screen = Home;
    click.trigger();
  }
}

/////////////////////////////action///////////
if(Screen == Play) {
  if(mouseX>145 && mouseX<175 && mouseY>440 && mouseY<470) {
    Screen = Home;
    click.trigger();
  }
  else
    if(mouseX>15 && mouseX<305 && mouseY>75 && mouseY<115) {
      Screen = Play2;
      click.trigger();
    }
    else {
      background (sfondo);
      image(play01,10,70);
    }
}
```

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```
if(Screen == Play2) {  
    if(mouseX>145 && mouseX<175 && mouseY>440 && mouseY<470) {  
        Screen = Home;  
        click.trigger();  
    }  
    else  
        if(mouseX>120 && mouseX<200 && mouseY>330 && mouseY<370) {  
            image (sfondo,0,0);  
            image(play03,10,70);  
            click.trigger();  
        }  
        else {  
            background (sfondo);  
            image(play02,10,70);  
        }  
    }  
  
if(Screen == Event) {  
    if(mouseX>145 && mouseX<175 && mouseY>440 && mouseY<470) {  
        Screen = Home;  
        click.trigger();  
    }  
    else  
        if(mouseX>15 && mouseX<305 && mouseY>75 && mouseY<115) {  
            image(evento02,10,70);  
            click.trigger();  
        }  
        else  
            if(mouseX>30 && mouseX<80 && mouseY>265 && mouseY<320) {  
                background (sfondo);  
                image(evento03,10,70);  
                click.trigger();  
            }  
            else  
                if(mouseX>15 && mouseX<305 && mouseY>175 && mouseY<215 ||  
                    mouseX>15 && mouseX<305 && mouseY>385 && mouseY<425 ||  
                    mouseX>15 && mouseX<305 && mouseY>335 && mouseY<375) {  
                        background (sfondo);  
                        image(evento04,10,70);  
                        click.trigger();  
                }  
                else {  
                    background (sfondo);  
                    image(evento01,10,70);  
                }  
    }  
  
if(Screen == Chart) {  
    if(mouseX>145 && mouseX<175 && mouseY>440 && mouseY<470) {
```

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```
Screen = Home;
click.trigger();
}
else
if(mouseX>15 && mouseX<305 && mouseY>75 && mouseY<115) {
    image(chart02,10,70);
    click.trigger();
}
else {
    background (sfondo);
    image(chart01,10,70);
}
}

if(Screen == Mix) {
if(mouseX>145 && mouseX<175 && mouseY>440 && mouseY<470) {
    Screen = Home;
    click.trigger();
}
else {
    background (sfondo);
}
}

if(Screen == Guest1) {          //tendina
if(mouseX>145 && mouseX<175 && mouseY>440 && mouseY<470) {
    Screen = Home;
    click.trigger();
}
else
if(mouseX>15 && mouseX<305 && mouseY>75 && mouseY<115) {
    Screen = Guest2;
    click.trigger();
}
else {
    background (sfondo);
    image(guest01,10,70);
}
}

if(Screen == Guest2) {          //foto partecipanti
if(mouseX>145 && mouseX<175 && mouseY>440 && mouseY<470) {
    background (sfondo);
    image(guest01,10,70);
    Screen = Guest1;
    click.trigger();
}
else
if(mouseX>20 && mouseX<85 && mouseY>295 && mouseY<370) {
```

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```
Screen = Guest3;
click.trigger();
}
else {
  image(guest02,10,70);
}
}

if(Screen == Guest3) {          //profilo
  if(mouseX>145 && mouseX<175 && mouseY>440 && mouseY<470) {
    image(guest02,10,70);
    Screen = Guest2;
    click.trigger();
}
else
  if(mouseX>20 && mouseX<55 && mouseY>390 && mouseY<420) {
    Screen = Guest4;
    click.trigger();
}
else
  if(mouseX>70 && mouseX<105 && mouseY>390 && mouseY<420) {
    Screen = Guest5;
    click.trigger();
}
else
  if(mouseX>270 && mouseX<300 && mouseY>245 && mouseY<270) {
    image(guest04,10,70);
    click.trigger();
}
else
  if(mouseX>270 && mouseX<300 && mouseY>280 && mouseY<305) {
    image(guest05,10,70);
    click.trigger();
}
else {
  image(guest03,10,70);
}
}

if(Screen == Guest4) {          //commenti
  if(mouseX>145 && mouseX<175 && mouseY>440 && mouseY<470) {
    image(guest03,10,70);
    Screen = Guest3;
    click.trigger();
}
else {
  image(guest06,10,70);
}
}

if(Screen == Guest5) {          //send
  if(mouseX>145 && mouseX<175 && mouseY>440 && mouseY<470) {
```

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```
image(guest03,10,70);
Screen = Guest3;
click.trigger();
}
else {
  image(guest07,10,70);
}
}

//////////////////////////////remix////////////////////

if(Screen == Remix) {          //wantremix
  if(mouseX>195 && mouseX<270 && mouseY>250 && mouseY<325) {
    Screen = Home;
    click.trigger();
  }
  else
    if(mouseX>50 && mouseX<125 && mouseY>250 && mouseY<325) {
      Screen = Remix1;
      click.trigger();
    }
    else {
      image (home,0,0);
      image (wantmix,0,0);
    }
}

if(Screen == Remix1) {
  if (mouseX>25 && mouseX<65 && mouseY>385 && mouseY<425) {
    filterStatus = !filterStatus;
  }
  if( mouseX>90 && mouseX<130 && mouseY>385 && mouseY<425) {
    loopStatus = !loopStatus;
  }
  if( mouseX>190 && mouseX<230 && mouseY>385 && mouseY<425) {
    flangerStatus = !flangerStatus;
  }
  if(mouseX>255 && mouseX<295 && mouseY>385 && mouseY<425) {
    echoStatus = !echoStatus;
  }
  if (mouseX>0 && mouseX<320 && mouseY>10 && mouseY<60){
    Screen = Home;
  }
}
}
```

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```
////////////////////////////ripple class/////////
class Ripple { // The ripple class
    float x, y;
    float diameter, alph;
    boolean on;
    boolean finished = false;
    color colors;

    public Ripple(float xpos, float ypos, color shade) {
        x = xpos;
        y = ypos;
        on = true;
        diameter = 1;
        colors = shade;
    }

    //echo
    void resize() {
        if (on) {
            if (diameter < 270) {
                diameter++;
                alph = abs((diameter*1.02)-255);
            }
            else {
                on = false;
            }
        }
    }

    void display() {
        noFill();
        stroke(c[colors], alph);
        strokeWeight(2);
        ellipse(x, y, diameter, diameter);
    }
}

//flanger
void turbina(float x, float y, float giro) {
    for (int i=0; i<3; i++) {
        pushMatrix();
        translate(x,y);
        rotate(i*PI*2/3+radians(giro));
        noStroke();
        fill(#332869,60);
        arc(50,0,200,200,0,PI);
        popMatrix();
    }
}
```

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```
///////////////////////////////mouseDragged//////  
  
    //filter  
void mouseDragged () {  
    if (filterStatus) {  
        //destra  
        if(d>=270 || e>270) {  
            if(mouseX<320 && mouseX>160) {  
                d=(d+1);  
            }  
            if (d>520) {  
                d=520;  
            }  
            if (mouseX>0 && mouseX<160) {  
                d=(d-1)%450;  
            }  
            if(d>450) {  
                d=450;  
            }  
        }  
        //sinistra  
        if(d<=270 || e<270) {  
            if(mouseX<160 && mouseX>0) {  
                e=(e-1);  
            }  
            if(mouseX<320 && mouseX>160) {  
                e=(e+1);  
            }  
            if(e<90) {  
                e=90;  
            }  
        }  
    }  
  
    //loop  
    if (loopStatus) {  
        q= mouseY/5;  
        if(q>40) {  
            q=40;  
        }  
        if(q<15) {  
            q=15;  
        }  
    }  
}
```