

# Example project: Move picture

## Contents

1	Overview .....	2
2	Details of the project.....	3
2.1	Scripts .....	3
2.1.1	calculate_binary.js .....	3
2.1.2	auto_mode.js .....	3

# 1 Overview

In this project it is shown how images can be moved on the screen, in form of a movable, zoomable world map.



## 2 Details of the project

It is possible to move objects on the screen. This should be used with care, as moving objects cost a lot of resources. The project contains three world map images in three sizes.

### 2.1 Scripts

#### 2.1.1 init.js

This script is running on the event OnProjektInit. It sets the root coordinates and the sizes of the images as well as id's for the frame and the images. Finally, the right set of buttons is made visible.

#### 2.1.2 plusX.js

This script is running on the OnRelease event of the 3<sup>rd</sup> soft key on the left side. The script sets new X coordinates for the currently seen image. It reads the current zoom level and changes the X coordinates of that image increasing by 50, moving the image to the right.

#### 2.1.3 Yplus.js

This script is running on the OnRelease event of the 4<sup>th</sup> soft key on the right side. The script sets new Y coordinates for the currently seen image. It reads the current zoom level and changes the Y coordinates of that image increasing by 50, moving the image up.

#### 2.1.4 Xminus.js

This script is running on the OnRelease event of the 3<sup>rd</sup> soft key on the right side. The script sets new X coordinates for the currently seen image. It reads the current zoom level and changes the Y coordinates of that image increasing by - 50, moving the image to the left.

#### 2.1.5 Yminus.js

This script is running on the OnRelease event of the 4<sup>th</sup> soft key on the left side. The script sets new Y coordinates for the currently seen image. It reads the current zoom level and changes the Y coordinates of that image increasing by - 50, moving the image down

#### 2.1.6 dec\_zoom.js

This script is running on the OnRelease event of the 2<sup>nd</sup> soft key on the left side. The script reads the zoom\_level variable, reduces the value by one and writes the value back. It also checks if the according soft key button should be made invisible.

#### 2.1.7 inc\_zoom.js

This script is running on the OnRelease event of the 2<sup>nd</sup> soft key on the right side. The script reads the zoom\_level variable, increases the value by one and writes the value back. It also checks if the according soft key button should be made invisible.

### **2.1.8 change\_zoom.js**

This script is running on the OnValueChangeByOwner event of the variable zoom\_level. No matter if the zoom level was increased or decreased, the processing will be done in this script. The current value zoom level will be read as well as the old zoom value. Then the new x and y coordinates of the new map image will be calculated (so that the new map is roughly at the same position as the old map). Depending on the new zoom level the visibility is set accordingly. After that the new coordinates are set with the moveDDO function. Lastly, the current zoom level is saved in the old zoom level variable.