

LAMPIRAN
LISTING PROGRAM

1. Listing Program Dinding Interaktif dengan Tampilan Scatter

```
import flash.display.*;
import flash.events.TUIO;
import flash.events.Event;

stage.displayState = StageDisplayState.FULL_SCREEN;
stage.scaleMode = StageScaleMode.NO_SCALE;

TUIO.init(this,'localhost',3000,",false");
stage.addEventListener(TUIOTouchEvent.MOUSE_MOVE, scatter);

var cover:Cover;
var speed = 10;
var timeOut = 450;
var covers:Array = new Array();
var maxObject = 250;
var radius = 200;
var variation = 15;
var i;

var bg:Loader = new Loader();
bg.load(new URLRequest("images/app3/bg.jpg"));

bg.x=0;
bg.y=0;

addChild (bg);

for(i=0 ; i<maxObject ; i++)
{
    cover = new Cover();
    cover.scatter = 0;
    cover.x = Math.random() * 1024;
    cover.y = Math.random() * 768;
    cover.oriX = cover.x;
    cover.oriY = cover.y;
    cover.destX = Math.round(Math.random()) * 1200 - 100;
    cover.destY = Math.round(Math.random()) * 1000 - 100;
    covers[i] = cover;
    var f:Object= Object(Math.round(Math.random()* variation));
    trace (f);
    covers[i].gotoAndStop(f);
    addChild (covers[i]);
}
```

```

}
addEventListener(Event.ENTER_FRAME, frameUpdate);

function scatter(e:TUIOTouchEvent):void
{

    for(i=0 ; i<maxObject ; i++)
    {
        if (Math.abs(covers[i].x - curPt.x) <=radius && Math.abs(covers[i].y - curPt.y)
<=radius )
        {
            covers[i].scatter = 1;
            covers[i].timer = 0;
        }

function frameUpdate(e:Event):void
{
    for(i=0 ; i<maxObject ; i++)
    {
        if(covers[i].scatter == -1)
        {
            if(covers[i].timer >= timeOut)
            {
                covers[i].x += Math.floor((covers[i].oriX - covers[i].x)/speed);
                covers[i].y += Math.floor((covers[i].oriY - covers[i].y)/speed);
                if(Math.abs(covers[i].x - covers[i].oriX) <= 3 || Math.abs(covers[i].y -
covers[i].oriY) <= 3 )
                {
                    covers[i].scatter = 0;
                }
            }
            else if(covers[i].timer < timeOut)
            {
                covers[i].timer ++;
            }
        }
        else if(covers[i].scatter == 1)
        {
            covers[i].x += Math.floor((covers[i].destX - covers[i].x)/speed);
            covers[i].y += Math.floor((covers[i].destY - covers[i].y)/speed);
            if(Math.abs(covers[i].x - covers[i].destX) <= 30 || Math.abs(covers[i].y -
covers[i].destY) <= 30)
            {

```

```

        covers[i].scatter = -1;
    }
}
}
}

```

2. Listing Program Dinding Interaktif dengan Tampilan Masking

```

import flash.events.MouseEvent;
import flash.display.*;
import flash.events.TUIO;
import flash.events.Event;

stage.displayState = StageDisplayState.FULL_SCREEN;
stage.scaleMode = StageScaleMode.NO_SCALE;

TUIO.init(this,'localhost',3000,",false);

var timer =30*30;
var counter=0;
var limit=1500;
var elipses:Array = new Array();
var bg:Loader = new Loader();
bg.load(new URLRequest("images/app1/bg.jpg"));

bg.x=0;
bg.y=0;

addChild(bg);

var maskmc=new MaskMc();
maskmc.x=0;
maskmc.y=0;
addChild(maskmc);

bg.cacheAsBitmap=true;
maskmc.cacheAsBitmap=true;
bg.mask=maskmc;

initMask();

```

```
stage.addEventListener(TUIOTouchEvent.MOUSE_MOVE, updatemask3);
stage.addEventListener(TUIOTouchEvent.MOUSE_DOWN, updatemask3);
stage.addEventListener(Event.ENTER_FRAME, timerReset);
```

```
function updatemask3(e:TUIOTouchEvent):void
```

```
{
    trace ("move touch "+counter);

    if(maskmc.contains(elipses[counter]))
    {
        maskmc.removeChild(elipses[counter]);
    }

    elipses[counter].x=e.stageX-50;
    elipses[counter].y=e.stageY-50;

    maskmc.addChild(elipses[counter]);

    counter=(counter+1)%limit;
}
```

```
function initMask():void
```

```
{
    for(var i=0; i<limit; i++)
    {
        elipses[i]= new Sprite();
        var mtx:Matrix = new Matrix();
        mtx.createGradientBox(100,100,0,-50,-50);
        elipses[i].graphics.beginGradientFill(GradientType.RADIAL,
        [0xFFFFFFFF, 0xFFFFFFFF], [1,0], [0,255], mtx);
        elipses[i].graphics.drawCircle(0,0,50);
        elipses[i].graphics.endFill();
    }
}
```

```
function timerReset(e:Event):void
```

```
{
    timer--;
    trace(timer);
}
```

```

        if(timer<=0)
        {
            timer=30*30;
            maskmc.remove
            var i:int = maskmc.numChildren;
            while( i -- )
            {
                maskmc.removeChildAt( i );
            }

            initMask();
        }
    }
}

```

3. Listing Program Dinding Interaktif dengan Tampilan Fall

```

import flash.events.MouseEvent;
import flash.display.*;
import flash.events.TUIO;
import flash.events.Event;
import com.MetalDrop;

stage.displayState = StageDisplayState.FULL_SCREEN;
stage.scaleMode = StageScaleMode.NO_SCALE;

TUIO.init(this,'localhost',3000,"false);

var bg:Loader = new Loader();
bg.load(new URLRequest("images/app2/bg.jpg"));

bg.x=0;
bg.y=0;

addChild(bg);

var metalType:Array = new Array("bor","frying","gergaji","setrika","wok1");
var metalObjects:Array = new Array();

stage.addEventListener(TUIOTouchEvent.MOUSE_MOVE, moveDot);
stage.addEventListener(TUIOTouchEvent.MOUSE_DOWN, registerDot);
stage.addEventListener(TUIOTouchEvent.MOUSE_UP, unregisterDot);

```

```
function registerDot(e:TUIOTouchEvent):void
{
    var id=String(e.ID);
    trace("Down ID:" + id);
    if(metalObjects[id] == undefined)
    {
        trace ("init");
        metalObjects[id]=new MetalDrop(metalType[Math.round(Math.random()*4)],id);
        metalObjects[id].x=e.stageX-(metalObjects[id].width/2);
        stage.addChild(metalObjects[id]);
    }
}

function unregisterDot(e:TUIOTouchEvent):void
{
    var id=String(e.ID);
    trace("Up ID:" + id);
    stage.removeChild(metalObjects[id]);
}

function moveDot(e:TUIOTouchEvent):void
{
    var id=String(e.ID);
    trace("Move ID:" + id);
    metalObjects[id].x=e.stageX-(metalObjects[id].width/2);
}
}
```