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Università IUAV di Venezia.
Facoltà di design e arti.
Corso di laurea specialistica in Comunicazioni Visive e Multimediali

Course: LABORATORIO DI COMUNICAZIONE VISUALE E CINETICA
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Project name: Why No(U)t?
Info: Network for agoraphobic people living in Venice. Create invisible bridges using mobile phone.

Concept & prototype structure by: PATRICIA DE ROSS - ALESSANDRA FRANCIOSINI - ALBERTO GRANAIOLA
Graphic by: PATRICIA DE ROSS - ALESSANDRA FRANCIOSINI
Programming by: ALBERTO GRANAIOLA

Tested on a Nokia 6600 Phone only

*/

PImage welcome;

PImage req_sended;

PImage sorry;

PImage index;

//////////////////////////////////menu option//////////////////////////////////

PImage stato;
PImage why; // load want screen!! (menu's icons changed after file compilation)
PImage want; // load map screen!!! (menu's icons changed after file compilation)
PImage sos; // load why screen!!! (menu's icons changed after file compilation)
PImage map; // load sos screen!!! (menu's icons changed after file compilation)
PImage friends;

//////////////////////////////////status option//////////////////////////////////

PImage status1;
PImage status2;
PImage status3;
PImage status4;

//////////////////////////////////WalkSharing option//////////////////////////////////

PImage set_where1;
PImage set_where2;
PImage set_where3;
PImage set_where4;

PImage set_datel1;
PImage set_date2;
PImage set_date3;
PImage set_date4;
PImage set_date5;

PImage set_time;

PImage walk_now;

////////////////////////////////map////////////////////////////////

PImage map_ve;

PImage info_on;

PImage map_buttons;

PImage info_off;

////////////////////////////////SCREEN LAYER 2

PImage status_available;

PImage status_busy;

////////////////////////////////reason_why list////////////////////////////////

PImage reason_01;

PImage reason_02;

PImage reason_03;

PImage reason_04;

PImage reason_05;

PImage reason_06;

PImage reason_07;

PImage reason_08;

PImage reason_09;

PImage reason_10;

PImage hearSound_venice;

////////////////////////////////sos////////////////////////////////

PImage sos_01;

PImage sos_02;

PImage sos_03;

////////////////////////////////sos EDIT////////////////////////////////

PImage sos_edit01;

PImage sos_edit02;

PImage sos_edit03;

PImage sos_edit04;

////////////////////////////////sos EDITED////////////////////////////////

PImage sos_edited04;

////////////////////////////////contact_list////////////////////////////////

PImage contact_1;

PImage contact_2;

PImage contact_3;

PImage contact_4;

PImage contact_5;

PImage contact_6;

PImage contact_7;

PImage contact_8;

```
////////////////////////////////////
//__LOAD IMAGES__LOAD IMAGES__LOAD IMAGES__LOAD IMAGES__LOAD IMAGES__LOAD IMAGES__//
////////////////////////////////////

void loadImages(){
  welcome=loadImage("1_welcome.png");

  req_sended=loadImage("req_sended.png");

  sorry=loadImage("sorry.png");

  index=loadImage("index_background.png");

////////////////////////////////////status images////////////////////////////////////
  status1=loadImage("status_1.png");
  status2=loadImage("status_2.png");
  status3=loadImage("status_3.png");
  status4=loadImage("status_4.png");

////////////////////////////////////menu images////////////////////////////////////
  stato=loadImage("menu_1.png");
  why=loadImage("menu_2.png");
  want=loadImage("menu_3.png");
  sos=loadImage("menu_4.png");
  map=loadImage("menu_5.png");
  friends=loadImage("menu_6.png");

////////////////////////////////////WalkSharing images////////////////////////////////////
  set_where1=loadImage("walksharing_1.png");
  set_where2=loadImage("walksharing_2.png");
  set_where3=loadImage("walksharing_3.png");
  set_where4=loadImage("walksharing_4.png");

  set_date1=loadImage("walksharing_date1.png");
  set_date2=loadImage("walksharing_date2.png");
  set_date3=loadImage("walksharing_date3.png");
  set_date4=loadImage("walksharing_date4.png");
  set_date5=loadImage("walksharing_date5.png");

  set_time=loadImage("set_time.png");

  walk_now=loadImage("walk_now.png");

////////////////////////////////////map images////////////////////////////////////
  map_ve=loadImage("map_venice.png");
  info_on=loadImage("map_info.png");
  map_buttons=loadImage("map_buttons.png");
  info_off=loadImage("no_info.png");

////////////////////////////////////SCREEN LAYER 2
  status_available=loadImage("index_available.png");
  status_busy=loadImage("index_busy.png");

////////////////////////////////////reason_why list////////////////////////////////////
  reason_01=loadImage("whytoout_01.png");
  reason_02=loadImage("whytoout_02.png");
```

```
reason_03=loadImage("whytoout_03.png");
reason_04=loadImage("whytoout_04.png");
reason_05=loadImage("whytoout_05.png");
reason_06=loadImage("whytoout_06.png");
reason_07=loadImage("whytoout_07.png");
reason_08=loadImage("whytoout_08.png");
reason_09=loadImage("whytoout_09.png");
reason_10=loadImage("whytoout_10.png");

hearSound_venice=loadImage("sound_Venice.png");

////////////////////sos////////////////////
sos_01=loadImage("sos_01.png");
sos_02=loadImage("sos_02.png");
sos_03=loadImage("sos_03.png");

////////////////////sos EDIT////////////////////
sos_edit01=loadImage("sos_edit01.png");
sos_edit02=loadImage("sos_edit02.png");
sos_edit03=loadImage("sos_edit03.png");
sos_edit04=loadImage("sos_edit04.png");

////////////////////sos EDIT////////////////////
sos_edited04=loadImage("sos_edited_04_.png");

////////////////////contact_list////////////////////
contact_1=loadImage("contacts_1.png");
contact_2=loadImage("contacts_2.png");
contact_3=loadImage("contacts_3.png");
contact_4=loadImage("contacts_4.png");
contact_5=loadImage("contacts_5.png");
contact_6=loadImage("contacts_6.png");
contact_7=loadImage("contacts_7.png");
contact_8=loadImage("contacts_8.png");

}
```

```
////////////////////////////////////  
// SET_DRAW SET_DRAW SET_DRAW SET_DRAW SET_DRAW SET_DRAW SET_DRAW ////  
////////////////////////////////////
```

```
////////////////////////////////////drawWELCOME////////////////////////////////////
```

```
void drawIndex(){  
    image (index,0,0);  
}
```

```
////////////////////////////////////drawWELCOME////////////////////////////////////
```

```
void drawWelcome(){  
    image (welcome,0,0);  
}
```

```
////////////////////////////////////drawSTATUS////////////////////////////////////
```

```
void drawStatus(int select_status){  
    if(select_status == set_status1){  
        image (status1,0,0);  
    }  
    else if(select_status == set_status2){  
        image (status2,0,0);  
    }  
    else if(select_status == set_status3){  
        image (status3,0,0);  
    }  
    else if(select_status == set_status4){  
        image (status4,0,0);  
    }  
}
```

```
////////////////////////////////////drawMENU////////////////////////////////////
```

```
void drawMenu(int select){  
    if(select == menu_selectStato){  
        image (stato,0,0);  
    }  
    else if(select == menu_selectWhy){  
        image (why,0,0);  
    }  
    else if(select == menu_selectWant){  
        image (want,0,0);  
    }  
    else if(select == menu_selectSos){  
        image (sos,0,0);  
    }  
    else if(select == menu_selectMap){  
        image (map,0,0);  
    }  
    else if(select == menu_selectFriends){  
        image (friends,0,0);  
    }  
}
```

```
////////////////////////////////////draw REQUEST SENDED////////////////////////////////////
```

```
void drawRequestSended(){  
    image (req_sended,0,0);  
}
```

```

////////////////////////////////////drawWS_setWhere////////////////////////////////////
void drawWS_setWhere(int seq_where){
    if(seq_where == WalkSharing_setWhere1){
        image (set_where1,0,0);
    }
    else if(seq_where == WalkSharing_setWhere2){
        image (set_where2,0,0);
    }
    else if(seq_where == WalkSharing_setWhere3){
        image (set_where3,0,0);
    }
    else if(seq_where == WalkSharing_setWhere4){
        image (set_where4,0,0);
    }
}

////////////////////////////////////drawWS_setWhere////////////////////////////////////
void drawWalk_now(){
    image (walk_now,0,0);
}

////////////////////////////////////drawWS_setDate////////////////////////////////////
void drawWS_setDate(int seq_date){
    if(seq_date == WalkSharing_setDate1){
        image (set_date1,0,0);
    }
    else if(seq_date == WalkSharing_setDate2){
        image (set_date2,0,0);
    }
    else if(seq_date == WalkSharing_setDate3){
        image (set_date3,0,0);
    }
    else if(seq_date == WalkSharing_setDate4){
        image (set_date4,0,0);
    }
    else if(seq_date == WalkSharing_setDate5){
        image (set_date5,0,0);
    }
}

////////////////////////////////////drawWS_setTime////////////////////////////////////
void drawWS_setTime(/*int seq_time*/){
    image (set_time,0,0);

    if(textToSend != ""){          //////////////text for sms!!!
        textAlign(CENTER);
        text(textToSend, 88, 120);
    }
}

////////////////////////////////////drawMap////////////////////////////////////
void drawMap_ve(){
    image (map_ve,xMap,yMap);
}

void drawMap_buttons(){

```

```
image (map_buttons,0,0);  
}
```

```
////////////////////////////////////drawFriends////////////////////////////////////
```

```
void drawFriends(int select_friend){  
    if(select_friend == friend_1){  
        image(contact_1,0,0);  
    }  
    else if(select_friend == friend_2){  
        image(contact_2,0,0);  
    }  
    else if(select_friend == friend_3){  
        image(contact_3,0,0);  
    }  
    else if(select_friend == friend_4){  
        image(contact_4,0,0);  
    }  
    else if(select_friend == friend_5){  
        image(contact_5,0,0);  
    }  
    else if(select_friend == friend_6){  
        image(contact_6,0,0);  
    }  
    else if(select_friend == friend_7){  
        image(contact_7,0,0);  
    }  
    else if(select_friend == friend_8){  
        image(contact_8,0,0);  
    }  
}
```

```
////////////////////////////////////drawRason_why////////////////////////////////////
```

```
void drawReason_why(int select_reason){  
    if(select_reason == answer_01){  
        image(reason_01,0,0);  
    }  
    else if(select_reason == answer_02){  
        image(reason_02,0,0);  
    }  
    else if(select_reason == answer_03){  
        image(reason_03,0,0);  
    }  
    else if(select_reason == answer_04){  
        image(reason_04,0,0);  
    }  
    else if(select_reason == answer_05){  
        image(reason_05,0,0);  
    }  
    else if(select_reason == answer_06){  
        image(reason_06,0,0);  
    }  
    else if(select_reason == answer_07){  
        image(reason_07,0,0);  
    }  
    else if(select_reason == answer_08){  
        image(reason_08,0,0);  
    }  
    else if(select_reason == answer_09){  
        image(reason_09,0,0);  
    }  
}
```

```

}
else if(select_reason == answer_10){
    image(reason_10,0,0);
}
else if(select_reason == sound_venice){
    image(hearSound_venice,0,0);
}
}

```

```

////////////////////////////////////drawSos////////////////////////////////////

```

```

void drawSos(int sosNumbers){
    if(sosNumbers == page_01){
        image(sos_01,0,0);
    }
    else if(sosNumbers == page_02){
        image(sos_02,0,0);
    }
    else if(sosNumbers == page_03){
        image(sos_03,0,0);
    }
}

```

```

////////////////////////////////////drawSos_edit////////////////////////////////////

```

```

void drawSos_edit(int select_number){
    if(select_number == number_01){
        image(sos_edit01,0,0);
    }
    else if(select_number == number_02){
        image(sos_edit02,0,0);
    }
    else if(select_number == number_03){
        image(sos_edit03,0,0);
    }
    else if(select_number == number_04){
        image(sos_edit04,0,0);
    }
}

```

```

////////////////////////////////////drawSos_edited////////////////////////////////////

```

```

void drawSos_edited(int number_added){
    if(number_added == not_added){
        image(info_off,0,0);
    }
    else if(number_added == added){
        image(sos_edited04,0,0);
    }
}

```

```

////////////////////////////////////screen_layer2 STATUS////////////////////////////////////

```

```

void drawScreen_layerSTATUS(int layer_status){
    if(layer_status == available){
        image (status_available,0,0);
    }
    else if(layer_status == busy){
        image (status_busy,0,0);
    }
}

```



```
////////////////////////////////////screen_layer2 MAP////////////////////////////////////
void drawScreen_layerINFO(int map_info){
    if(map_info == map_on){
        image (info_on,xMap,yMap);
    }
    else if(map_info == map_off){
        image (info_off,xMap,yMap);
    }
}
```

```

////////////////////////////////////
// SET_PHONE SET_PHONE SET_PHONE SET_PHONE SET_PHONE SET_PHONE SET_PHONE ////
////////////////////////////////////

import processing.phone.*; // import phone library to go fullscreen__

import processing.messaging.*;

Phone myPhone; // named reference to phone instance__
Messenger m;

PFont font; // named reference to font

boolean messageSent = false; // variable to indicate if message has been sent
String textToSend = ""; // variable to store the text (string) to be sent

void setup(){ // happens only once, when the program starts...__
  myPhone = new Phone(this); // create new phone instance/controller__
  myPhone.fullscreen(); // tell phone to go fullscreen__

  loadImages(); // load images__!!

  m = new Messenger(this); // create new messenger instance
  font = loadFont("Verdana-10.mv1w", color(0,0,0)); // load the font
  textFont(font);
}

```

```

////////////////////////////////////
//__INT__INT__INT__INT__INT__INT__INT__INT__INT__INT__INT__INT__INT__INT__INT__//
////////////////////////////////////

////////////////////////////////////
////////////////////////////////////general screen
int screen_welcome = 0;
int screen_menu = 1;
int screen_status = 2;
int screen_WS_setWhere = 3;
int screen_WS_setDate = 4;
int screen_WS_setTime = 5;
int screen_reqSended = 6;
int screen_walkNow = 7;

int screen_index = 8;

int screen_map = 9;      //general screen map (have options)

int screen_friends = 10;

int screen_TENreasons = 11;

int screen_sos = 12;      // sos menu
int screen_sosEdit = 13; // sos edit

////////////////////////////////////
//////////////////////////////////// status option
int set_status1 = 0;
int set_status2 = 1;
int set_status3 = 2;
int set_status4 = 3;

//////////////////////////////////// screen_menu option
int menu_selectStato = 0;
int menu_selectWhy = 1;
int menu_selectWant = 2;
int menu_selectSos = 3;
int menu_selectMap = 4;
int menu_selectFriends = 5;
int menu_selectCancel = 6;

//////////////////////////////////// screen_WalkSharing option
int WalkSharing_setWhere1 = 0;
int WalkSharing_setWhere2 = 1;
int WalkSharing_setWhere3 = 2;
int WalkSharing_setWhere4 = 3;

int WalkSharing_setDate1 = 0;
int WalkSharing_setDate2 = 1;
int WalkSharing_setDate3 = 2;
int WalkSharing_setDate4 = 3;
int WalkSharing_setDate5 = 4;

int WalkSharing_setTime = 0;

//////////////////////////////////// screen_TENreasons option
int answer_01 = 0;

```

```

int answer_02 = 1;
int answer_03 = 2;
int answer_04 = 3;
int answer_05 = 4;
int answer_06 = 5;
int answer_07 = 6;
int answer_08 = 7;
int answer_09 = 8;
int answer_10 = 9;

int sound_venice = 10;

//////////////////////////////////// screen_WalkSharing option
int friend_1 = 0;
int friend_2 = 1;
int friend_3 = 2;
int friend_4 = 3;
int friend_5 = 4;
int friend_6 = 5;
int friend_7 = 6;
int friend_8 = 7;

////////////////////////////////////status icons in index options
int available = 0;
int busy = 1;

////////////////////////////////////info map options
int map_on = 0;
int map_off = 1;

////////////////////////////////////sos option
int page_01 = 0;
int page_02 = 1;
int page_03 = 2;

////////////////////////////////////sos edit
int number_01 = 0;
int number_02 = 1;
int number_03 = 2;
int number_04 = 3;

////////////////////////////////////sos edited
int not_added = 0;
int added = 1;

////////////////////////////////////
////////////////////////////////////set first option aivable
int actual_screen = screen_welcome; // first screen appears for 2000 milliseconds, after, go to scr
int layer_status = available; //set status icon available
int now_setstatus = set_status1; //set status in specific menu's section
int map_info = map_off; //set map_info default = off
int select_friend = friend_1; //set contact list at friend_1
int select_reason = answer_01; //set first reason: answer_01

int sosNumbers; //sos page

```

```
int select_number = number_01;      //set first sos_edit page
int number_added= not_added;        //set in 3rd sos page without number added

int now_select; //menu

int step_setWhere; //walk sharing where
int step_setDate; //walk sharing date
int step_setTime; //walk sharing time

int xMap;
int yMap;
```

```
////////////////////////////////////  
// VOID_DRAW VOID_DRAW VOID_DRAW VOID_DRAW VOID_DRAW VOID_DRAW VOID_DRAW  
////////////////////////////////////
```

```
void draw(){  
  
    if (actual_screen == screen_welcome){  
        drawWelcome();  
        if(millis()>3000){  
            actual_screen = screen_index;  
        }  
    }  
    else if (actual_screen == screen_index){  
        drawIndex();  
        drawScreen_layerSTATUS(layer_status);  
    }  
    else if (actual_screen == screen_menu){  
        drawMenu(now_select);  
    }  
    else if (actual_screen == screen_reqSended){  
        drawRequestSended();  
    }  
    else if (actual_screen == screen_status){  
        drawStatus(now_setstatus);  
    }  
    else if (actual_screen == screen_WS_setWhere){  
        drawWS_setWhere(step_setWhere);  
    }  
    else if (actual_screen == screen_WS_setDate){  
        drawWS_setDate(step_setDate);  
    }  
    else if (actual_screen == screen_WS_setTime){  
        drawWS_setTime();  
    }  
    else if (actual_screen == screen_TENreasons){  
        drawReason_why(select_reason);  
    }  
    else if (actual_screen == screen_walkNow){  
        drawWalk_now();  
    }  
    else if (actual_screen == screen_map){  
        drawMap_ve();  
        drawScreen_layerINFO(map_info);  
        drawMap_buttons();  
    }  
    else if (actual_screen == screen_friends){  
        drawFriends(select_friend);  
    }  
    else if (actual_screen == screen_sos){  
        drawSos(sosNumbers);  
        if(sosNumbers == page_03){  
            drawSos_edited(number_added);  
        }  
    }  
    else if (actual_screen == screen_sosEdit){  
        drawSos_edit(select_number);  
    }  
  
}
```

```

////////////////////////////////////
//keyRELEASED__keyRELEASED__keyRELEASED__keyRELEASED__keyRELEASED__keyRELEASED__key//
////////////////////////////////////

void keyReleased(){
    if(keyCode == -6){ // left soft key
    }
    if(keyCode == -7){ // right soft key
    }

////////////////////////////////////index
    if(actual_screen == screen_index){
        if(keyCode == -6){
            actual_screen = screen_menu;
            now_select = menu_selectStato;
        }
        else if(keyCode == -7){
            exit();
        }
        else if(keyCode == FIRE){
            actual_screen = screen_menu;
            now_select = menu_selectStato;
        }
    }

////////////////////////////////////
////////////////////////////////////MENU__MENU__MENU__MENU__MENU__////////////////////////////////////
    else if(actual_screen == screen_menu){

        if(keyCode == -6){ //return to index
            actual_screen = screen_welcome;
        }

        else if(now_select == menu_selectStato){ //open now_select == menu_selectStato
            if (keyCode == RIGHT){
                now_select = menu_selectWhy;
            }
            else if (keyCode == DOWN){
                now_select = menu_selectWant;
            }
            else if (keyCode == FIRE){
                actual_screen = screen_status;
            }
        } //close now_select == menu_selectStato

        else if(now_select == menu_selectWhy){ //open now_select == menu_select WANT
            if (keyCode == LEFT){
                now_select = menu_selectStato;
            }
            else if (keyCode == DOWN){
                now_select = menu_selectSos;
            }
            else if (keyCode == FIRE){
                actual_screen = screen_WS_setWhere;
                step_setWhere = WalkSharing_setWhere1;
            }
        } //close now_select == menu_select WANT

        else if(now_select == menu_selectWant){ //open now_select == menu_select MAP

```

```

if (keyCode == UP){
    now_select = menu_selectStato;
}
else if (keyCode == RIGHT){
    now_select = menu_selectSos;
}
else if (keyCode == DOWN){
    now_select = menu_selectMap;
}
else if (keyCode == FIRE){
    actual_screen = screen_map;
}
} //close now_select == menu_select MAP

else if(now_select == menu_selectSos){ //open now_select == menu_select WHY
    if (keyCode == UP){
        now_select = menu_selectWhy;
    }
    else if (keyCode == LEFT){
        now_select = menu_selectWant;
    }
    else if (keyCode == DOWN){
        now_select = menu_selectFriends;
    }
    else if (keyCode == FIRE){
        actual_screen = screen_TENreasons;
    }
} //close now_select == menu_select WHY

else if(now_select == menu_selectMap){ //open now_select == menu_select SOS
    if (keyCode == UP){
        now_select = menu_selectWant;
    }
    else if (keyCode == RIGHT){
        now_select = menu_selectFriends;
    }
    else if (keyCode == FIRE){
        actual_screen = screen_sos;
        sosNumbers = page_01;
    }
} //close now_select == menu_select SOS

else if(now_select == menu_selectFriends){ //open now_select == menu_selectFriends
    if (keyCode == UP){
        now_select = menu_selectSos;
    }
    else if (keyCode == LEFT){
        now_select = menu_selectMap;
    }
    else if (keyCode == FIRE){
        actual_screen = screen_friends;
    }
} //close now_select == menu_selectFriends

} //close MENU__MENU__MENU__MENU__MENU__MENU

```

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


```

//////////////////////////////////////status__status__status__status__status
else if(actual_screen == screen_status){
    if(keyCode == -7){
        actual_screen = screen_menu;
    }

    else if(now_setstatus == set_status1){
        if(keyCode == RIGHT){
            now_setstatus = set_status2;
        }
        else if(keyCode == FIRE){
            now_setstatus = set_status1;
            actual_screen = screen_index;
            layer_status = available;
        }
        else if(keyCode == -6){
            now_setstatus = set_status1;
            actual_screen = screen_index;
            layer_status = available;
        }
    }

    else if(now_setstatus == set_status2){
        if(keyCode == LEFT){
            now_setstatus = set_status1;
        }
        else if(keyCode == FIRE){
            now_setstatus = set_status3;
            actual_screen = screen_index;
            layer_status = busy;
        }
        else if(keyCode == -6){
            now_setstatus = set_status3;
            actual_screen = screen_index;
            layer_status = busy;
        }
    }

    else if(now_setstatus == set_status3){
        if(keyCode == LEFT){
            now_setstatus = set_status4;
        }
        else if(keyCode == FIRE){
            now_setstatus = set_status3;
            actual_screen = screen_index;
            layer_status = busy;
        }
        else if(keyCode == -6){
            now_setstatus = set_status3;
            actual_screen = screen_index;
            layer_status = busy;
        }
    }

    else if(now_setstatus == set_status4){
        if(keyCode == RIGHT){
            now_setstatus = set_status3;
        }
        else if(keyCode == FIRE){
            now_setstatus = set_status1;
            actual_screen = screen_index;
        }
    }
}

```



```

////////////////////////////////////walk_now walk_now walk_now walk_now
else if(actual_screen == screen_walkNow){
  if(keyCode == -6){ //////////////////////////////////////////////////WalkSharing_setDate3 (day 8)!!!!!!
    actual_screen = screen_reqSended;
  }
  else if(keyCode == -7){ //////////////////////////////////////////////////WalkSharing_setDate3 (day 8)!!!!!!
    actual_screen = screen_WS_setDate;
    step_setDate = WalkSharing_setDate3;
  }
}

////////////////////////////////////date__date__date__date__date
//// only interaction for NOVEMBRE-DICEMBRE and days 1-8-9

else if(actual_screen == screen_WS_setDate){

  if(keyCode == -7){ //turning BACK
    actual_screen = screen_WS_setWhere;
    step_setWhere = WalkSharing_setWhere3;
  }

  else if(step_setDate == WalkSharing_setDate1){ //NOVEMBRE
    if(keyCode == DOWN){
      step_setDate = WalkSharing_setDate2; //to DAY 1
    }else if(keyCode == RIGHT){
      step_setDate = WalkSharing_setDate5; //to DICEMBRE
    }
  }

  else if(step_setDate== WalkSharing_setDate2){ // DAY 1
    if(keyCode == UP){
      step_setDate = WalkSharing_setDate1; // to NOVEMBRE
    }
    else if(keyCode == DOWN){
      step_setDate = WalkSharing_setDate3; //to DAY 8
    }
  }

  else if(step_setDate == WalkSharing_setDate3){ // DAY 8 (actual day from previous screen)
    if(keyCode == UP){
      step_setDate = WalkSharing_setDate2; //to DAY 1
    }
    else if(keyCode == RIGHT){
      step_setDate = WalkSharing_setDate4; //to DAY 9
    }
  }

  else if(step_setDate == WalkSharing_setDate4){ // DAY 9
    if(keyCode == LEFT){
      step_setDate = WalkSharing_setDate3; //to DAY 8
    }
    else if(keyCode == FIRE){
      actual_screen = screen_WS_setTime; //to SET TIME!!!!!!!
    }
  }
}

```

```

else if(keyCode == -6){
    actual_screen = screen_WS_setTime; //to SET TIME!!!!!!!
}
}

else if(step_setDate == WalkSharing_setDate5){ // DICEMBER
    if(keyCode == LEFT){
        step_setDate = WalkSharing_setDate1; //to NOVEMBER
    }
}

} //close all DATE

////////////////////////////////////time__time__time__time__time
else if(actual_screen == screen_WS_setTime){

    if (keyCode == FIRE){ // if we've pressed the center key on the c
        textToSend = textInput("Your Message", "", 255); // bring up text input window and store resu
    }
    else if(keyCode == -7){ //turning BACK (to day 9!)
        actual_screen = screen_WS_setDate;
        step_setDate = WalkSharing_setDate4;
    }
    else if(keyCode == -6){ //go to actual_screen = req_sended
        actual_screen = screen_reqSended;
    }
}

////////////////////////////////////
////////////////////////////////////reqSended__reqSended__reqSended__reqSended
else if(actual_screen == screen_reqSended){

    if(keyCode == -6){ //go to index
        actual_screen = screen_index;
    }
    else if (keyCode == FIRE){
        actual_screen = screen_index;
    }
}

////////////////////////////////////
////////////////////////////////////map
else if(actual_screen == screen_map){
    if(keyCode == -7){
        actual_screen = screen_menu;
        map_info = map_off;
        xMap = xMap - xMap;
        yMap = yMap - yMap;
    }

    else if(keyCode == UP){
        yMap = yMap +5;
    }

    else if(keyCode == DOWN){
        yMap = yMap -5;
    }
}

```

```
else if(keyCode == LEFT){
    xMap = xMap +5;
}

else if(keyCode == RIGHT){
    xMap = xMap -5;
}

else if(map_info == map_off){      /// activate map
    if(keyCode == -6){
        map_info = map_on;
    }
}

else if(map_info == map_on){      /// deactivate map
    if(keyCode == -6){
        map_info = map_off;
    }
}

}      //// close Map
```

```
////////////////////////////////////
////////////////////////////////////TEN reasons
```

```
else if(actual_screen == screen_TENreasons){
    if(keyCode == -7){
        actual_screen = screen_menu;
        select_reason = answer_01;
    }
    else if(select_reason == answer_01){
        if(keyCode == DOWN){
            select_reason = answer_02;
        }
        else if(keyCode == FIRE){
            select_reason = sound_venice; //option in button!!
        }
        else if(keyCode == -6){
            select_reason = sound_venice; //option in button!!
        }
    }
    else if(select_reason == answer_02){
        if(keyCode == UP){
            select_reason = answer_01;
        }
        else if(keyCode == DOWN){
            select_reason = answer_03;
        }
    }
    else if(select_reason == answer_03){
        if(keyCode == UP){
            select_reason = answer_02;
        }
        else if(keyCode == DOWN){
            select_reason = answer_04;
        }
    }
    else if(select_reason == answer_04){
```

```

    if(keyCode == UP){
        select_reason = answer_03;
    }
    else if(keyCode == DOWN){
        select_reason = answer_05;
    }
}
else if(select_reason == answer_05){
    if(keyCode == UP){
        select_reason = answer_04;
    }
    else if(keyCode == DOWN){
        select_reason = answer_06;
    }
}
else if(select_reason == answer_06){
    if(keyCode == UP){
        select_reason = answer_05;
    }
    else if(keyCode == DOWN){
        select_reason = answer_07;
    }
}
else if(select_reason == answer_07){
    if(keyCode == UP){
        select_reason = answer_06;
    }
    else if(keyCode == DOWN){
        select_reason = answer_08;
    }
}
else if(select_reason == answer_08){
    if(keyCode == UP){
        select_reason = answer_07;
    }
    else if(keyCode == DOWN){
        select_reason = answer_09;
    }
}
else if(select_reason == answer_09){
    if(keyCode == UP){
        select_reason = answer_08;
    }
    else if(keyCode == DOWN){
        select_reason = answer_10;
    }
}
else if(select_reason == answer_10){
    if(keyCode == UP){
        select_reason = answer_09;
    }
}
else if(select_reason == sound_venice){
    if(keyCode == -6){
        actual_screen = screen_index;
        select_reaser_01;
    }
    else if(keyCode == -7){
        select_reaser_01;
    }
}
}

```

```
}
```

```
////////////////////////////////////  
////////////////////////////////////friends
```

```
else if(actual_screen == screen_friends){  
    if(keyCode == -7){  
        actual_screen = screen_menu;  
        select_friend = friend_1;  
    }  
    else if(select_friend == friend_1){  
        if(keyCode == DOWN){  
            select_friend = friend_2;  
        }  
    }  
    else if(select_friend == friend_2){  
        if(keyCode == UP){  
            select_friend = friend_1;  
        }  
        if(keyCode == DOWN){  
            select_friend = friend_3;  
        }  
    }  
    else if(select_friend == friend_3){  
        if(keyCode == UP){  
            select_friend = friend_2;  
        }  
        if(keyCode == DOWN){  
            select_friend = friend_4;  
        }  
    }  
    else if(select_friend == friend_4){  
        if(keyCode == UP){  
            select_friend = friend_3;  
        }  
        if(keyCode == DOWN){  
            select_friend = friend_5;  
        }  
    }  
    else if(select_friend == friend_5){  
        if(keyCode == UP){  
            select_friend = friend_4;  
        }  
        if(keyCode == DOWN){  
            select_friend = friend_6;  
        }  
    }  
    else if(select_friend == friend_6){  
        if(keyCode == UP){  
            select_friend = friend_5;  
        }  
        if(keyCode == DOWN){  
            select_friend = friend_7;  
        }  
    }  
    else if(select_friend == friend_7){  
        if(keyCode == UP){  
            select_friend = friend_6;  
        }  
        if(keyCode == DOWN){
```



```

else if(select_number == number_02){
    if(keyCode == -6){
        actual_screen = screen_sos;
        sosNumbers = page_01;
        number_added = not_added;
    }
    else if(keyCode == -7){
        actual_screen = screen_sos;
        sosNumbers = page_01;
        number_added = not_added;
    }
    else if(keyCode == UP){
        select_number = number_01;
    }
    else if(keyCode == DOWN){
        select_number = number_03;
    }
}
else if(select_number == number_03){
    if(keyCode == -6){
        actual_screen = screen_sos;
        sosNumbers = page_01;
        number_added = not_added;
    }
    else if(keyCode == -7){
        actual_screen = screen_sos;
        sosNumbers = page_01;
        number_added = not_added;
    }
    else if(keyCode == UP){
        select_number = number_02;
    }
    else if(keyCode == FIRE){
        select_number = number_04;
    }
}
else if(select_number == number_04){
    if(keyCode == -6){
        actual_screen = screen_sos;
        sosNumbers = page_03;
        number_added = added;
    }
    else if(keyCode == -7){
        actual_screen = screen_sos;
        sosNumbers = page_03;
        number_added = added;
    }
    else if(keyCode == FIRE){
        select_number = number_03;
    }
}
}

```

```

} // close SOS edit

```

```

} //close keyreleased

```