InfoMobilul – O parte din codul aplicației

Aproximativ 40.000 de caractere, si peste 1500 de linii

Font size 9

Main:

import fl.motion.Color;//pentru a putea lucra cu culori

import flash.system.fscommand;//pentru exit

stop();

stage.displayState = StageDisplayState.FULL\_SCREEN;//fullscreen din default

var sparked:int = 0;//numarul de turbo-uri ramase

var tsizer:Number = 1;//dimensiunea masinii

var gaslevel:Number = 100;//nivelul de benzina

var turboval:Number = 1;//nivelul maxim de turbo-uri

var bordered:Number = 0;//starea in care se afla marginea

var nmgas:Number = 0;//bool, 1 daca benzina ajunge la 0, 1 daca inca mai este benzina

var nmturbo:Number = 0;//bool pentru turbo, ca nmgas

var night:Number = 0;//bool pentru noapte

var roforce:Number = 22.5;//rotational force, cat de mult se roteste masina la butoane

var gameison:Number = 0;//modul joc activat/dezactivat

var coins:Number = 0;//numarul de banuti

var gascharges:Number = 8;

//car\_object.width = 100;

//car\_object.height = 50;//dimensiunea din default

bgbasic.gotoAndStop(1);

themightyshop.gotoAndStop(1);//initial nu se vede magazinul

currentstate.text = "-";

currentstate.textColor = 0x00FF00;//textbox din default

circlespin.goarrow.rotation = 90;

car\_object.rotation = circlespin.goarrow.rotation;//rotation la masina din default

function roadjust() {//actualizeaza contorul cu rotatia

rovalue.text = String(roforce) + "°";

}

roadjust();// o apelam sa apara frumos cand deschidem aplicatia

function positioner() {//actualizeaza pozitia masinii pe harta, indicatoare si contoare

pozx.text = String(int(car\_object.x));

pozy.text = String(int(car\_object.y));

pozr.text = String(int(car\_object.rotation)) + "°";

gpsmap.ppointerr.x = car\_object.x;

gpsmap.ppointerr.y = car\_object.y;

gpsmap.ppointerr.rotation = car\_object.rotation;

if (car\_object.x < 55 || car\_object.x > 565 || car\_object.y < 45 || car\_object.y > 200) {

gpsmap.ppointerr.visible = false;

if (car\_object.x < 55) {

gpsmap.sideleft.visible = true;

}

if (car\_object.x > 565) {

gpsmap.sideright.visible = true;

}

if (car\_object.y < 45) {

gpsmap.sideup.visible = true;

}

if (car\_object.y > 200) {

gpsmap.sidedown.visible = true;

}

} else {

gpsmap.ppointerr.visible = true;

gpsmap.sideleft.visible = false;

gpsmap.sideright.visible = false;

gpsmap.sideup.visible = false;

gpsmap.sidedown.visible = false;

}

if (car\_object.x > 55) {

gpsmap.sideleft.visible = false;

}

if (car\_object.x < 565) {

gpsmap.sideright.visible = false;

}

if (car\_object.y > 45) {

gpsmap.sideup.visible = false;

}

if (car\_object.y < 200) {

gpsmap.sidedown.visible = false;

}

nightcoins();

}

function poscheck() {// verifica daca urmatoarea miscare ar face ca masina

if (bordered == 1) {// sa iasa din ecran, in cazul bordered

if (car\_object.x < 55 || car\_object.x > 565) {

currentstate.text = "Out Of Range";

currentstate.textColor = 0xFF0000;

return false;

}

if (car\_object.y < 45 || car\_object.y > 200) {

currentstate.text = "Out Of Range";

currentstate.textColor = 0xFF0000;

return false;

}

return true;

} else {

return true;

}

}

gasolina.gotoAndStop(100);//graficul pentru benzina sa fie plin din default

function filvl() {//actualizeaza graficul pentru benzina

gasolina.gotoAndStop(gaslevel);

if (gaslevel <= 2) {

gasolina.alpha = 0.4;

}

}

var easteregg:int;//pentru easteregg

repeatbtn.visible = false;

refiller.addEventListener(MouseEvent.CLICK, gasrefill);//reumple benzina

function gasrefill(event:MouseEvent) {

if ((gameison == 0) || (gascharges > 0)) {

gaslevel += 25;

if (gaslevel >= 100) {

gaslevel = 100;

}

gasolina.alpha = 1;

filvl();

nmgas = 0;

if (nmgas == 0 && nmturbo == 0) {

currentstate.text = "-";

currentstate.textColor = 0x00FF00;//daca este benzina dar totusi nu este turbo

} else {// linia se face rosie

currentstate.text = "-";

currentstate.textColor = 0xFF0000;//daca totul e ok, se face verde

}

if (easteregg == 4 && gaslevel == 100) {

easteregg = 5;

} else {

easteregg = 0;

}

gascharges--;

leftcharges.gotoAndStop(leftcharges.currentFrame - 1);

}

if (gascharges == 0) {

refiller.visible = false;

}

}

positioner();//actualizare a pozitiei din default

turboclip.alpha = 0.5;//initial avem 0 turbo-uri ramase

function btnresetcheck() {

if (car\_object.rotation == 90 && car\_object.LittleCar.wheel1.rotation == 0) {

rreset.alpha = 0.5;

} else {

rreset.alpha = 1;

}

}

left\_spinner.addEventListener(MouseEvent.CLICK, spinarrowleft);//roteste masina la stanga

function spinarrowleft(event:MouseEvent) {

if (car\_object.currentFrame < 30 || car\_object.currentFrame >= 59) {

if (gaslevel >= 1) {

circlespin.goarrow.rotation -= roforce;

car\_object.rotation = circlespin.goarrow.rotation;

//car\_object.LittleCar.backwheel1.rotation = 10;

//car\_object.LittleCar.backwheel2.rotation = 10;

car\_object.LittleCar.wheel1.rotation = -10;

car\_object.LittleCar.wheel2.rotation = -10;

var exx: Number;

var exy: Number;

exx = car\_object.x;

exy = car\_object.y;

var leval:Number;//cu cat se deplaseaza masina in functie de roforce

leval = int (roforce/15 \* 10);

car\_object.x += tsizer \* leval \* Math.sin(car\_object.rotation \* Math.PI / 180);

car\_object.y -= tsizer \* leval \* Math.cos(car\_object.rotation \* Math.PI / 180);

if (poscheck() == true) {

positioner();

if (car\_object.currentFrame == 1) {

spdcnt.gotoAndPlay(16);

}

gaslevel -= Math.ceil(tsizer \* 1);

filvl();

if (car\_object.currentFrame >= 59 && car\_object.currentFrame <= 90 && roforce > 20) {

turboclip.gotoAndPlay(5);//in cazul unui drift scoate sunet de cauciuc pe asfalt

}//sunetul e ascuns in graficul de la turbo

} else {

car\_object.x = exx;

car\_object.y = exy;

}

} else {

nmgas = 1;

currentstate.text = "Check Gas";

currentstate.textColor = 0xFF0000;

}

}

btnresetcheck();

}

right\_spinner.addEventListener(MouseEvent.CLICK, spinarrowright);// -//- la dreapta

function spinarrowright(event:MouseEvent) {

if (car\_object.currentFrame < 30 || car\_object.currentFrame >= 59) {

if (gaslevel >= 1) {

circlespin.goarrow.rotation += roforce;

car\_object.rotation = circlespin.goarrow.rotation;

//car\_object.LittleCar.backwheel1.rotation = -10;

//car\_object.LittleCar.backwheel2.rotation = -10;

car\_object.LittleCar.wheel1.rotation = 10;

car\_object.LittleCar.wheel2.rotation = 10;

var exx: Number;

var exy: Number;

exx = car\_object.x;

exy = car\_object.y;

var leval:Number;//cu cat se deplaseaza masina in functie de roforce

leval = int (roforce/15 \* 10);

car\_object.x += tsizer \* leval \* Math.sin(car\_object.rotation \* Math.PI / 180);

car\_object.y -= tsizer \* leval \* Math.cos(car\_object.rotation \* Math.PI / 180);

if (poscheck() == true) {

positioner();

if (car\_object.currentFrame == 1) {

spdcnt.gotoAndPlay(16);

}

gaslevel -= Math.ceil(tsizer \* 1);

filvl();

if (car\_object.currentFrame >= 59 && car\_object.currentFrame <= 90 && roforce > 20) {

turboclip.gotoAndPlay(5);

}

} else {

car\_object.x = exx;

car\_object.y = exy;

}

} else {

nmgas = 1;

currentstate.text = "Check Gas";

currentstate.textColor = 0xFF0000;

}

}

btnresetcheck();

}

goran.addEventListener(MouseEvent.CLICK, accelerate);//butonul mare de acceleratie

function accelerate(event:MouseEvent) {//misca masina cu 50 de pixeli

if ((car\_object.currentFrame >= 2 && car\_object.currentFrame <= 10) || (car\_object.currentFrame >= 30 && car\_object.currentFrame <=77)) {

return;

}

var amers: Number = 1;//bool care verifica daca masina s-a deplasat

if (gaslevel >= 3) {

sparked = turboval;//activeaza turbouri in functie de nivelul maxim setat

car\_object.LittleCar.backwheel1.rotation = 0;

car\_object.LittleCar.backwheel2.rotation = 0;

car\_object.LittleCar.wheel1.rotation = 0;

car\_object.LittleCar.wheel2.rotation = 0;

var exx: Number;//daca iese din cadru, masina revine in pozitia initiala

var exy: Number;//si nu se intampla nimic

exx = car\_object.x;

exy = car\_object.y;

car\_object.x += tsizer \* 50 \* Math.sin(car\_object.rotation \* Math.PI / 180);

car\_object.y -= tsizer \* 50 \* Math.cos(car\_object.rotation \* Math.PI / 180);

if (poscheck() == true) {

car\_object.gotoAndPlay(2);//animatia pentru masina

positioner();

gaslevel -= Math.ceil(tsizer \* 3);

filvl();

spdcnt.gotoAndPlay(2);//actualizeaza indicatorul de viteza

} else {

car\_object.x = exx;

car\_object.y = exy;

amers = 0;

}

} else {

nmgas = 1;

currentstate.text = "Check Gas!";

currentstate.textColor = 0xFF0000;

}

if (sparked == 0) {//actualizeaza animatia in caz ca nivelul maxim de turbouri e 0

nmturbo = 1;

turboclip.alpha = 0.5;

} else {

nmturbo = 0;

turboclip.alpha = 1;

}

if (nmgas == 0 && nmturbo == 0) {

if (amers) {

currentstate.text = "-";

currentstate.textColor = 0x00FF00;

} else {

currentstate.text = "Out Of Range";//afiseaza un mesaj dca iese din cadru

currentstate.textColor = 0xFF0000;//in cazul in care este activat modul border

}

} else {

if (nmgas == 1) {

currentstate.text = "Check Gas";

currentstate.textColor = 0xFF0000;

}

}

btnresetcheck();

}

pazeacavine.addEventListener(MouseEvent.CLICK, gooo);//acceleratia puternica

function gooo(event:MouseEvent) {

if ((car\_object.currentFrame >= 2 && car\_object.currentFrame <= 10) || (car\_object.currentFrame >= 30 && car\_object.currentFrame <=77)) {

return;

}

currentstate.text = "-";

currentstate.textColor = 0x00FF00;

if (gaslevel >= 5 ) {

if (sparked >= 1) {//consuma un turbo

sparked--;

car\_object.LittleCar.backwheel1.rotation = 0;

car\_object.LittleCar.backwheel2.rotation = 0;

car\_object.LittleCar.wheel1.rotation = 0;

car\_object.LittleCar.wheel2.rotation = 0;

var exx: Number;

var exy: Number;

exx = car\_object.x;

exy = car\_object.y;

car\_object.x += tsizer \* 600 \* Math.sin(car\_object.rotation \* Math.PI / 180);//!

car\_object.y -= tsizer \* 600 \* Math.cos(car\_object.rotation \* Math.PI / 180);//!

if (poscheck() == true) {

car\_object.gotoAndPlay(30);

spdcnt.gotoAndPlay(30);

gaslevel -= Math.ceil(tsizer \* 5);

filvl();

} else {

car\_object.x = exx;

car\_object.y = exy;

sparked++;

}

} else {

currentstate.text = "Check Turbo";//daca nu mai avem turbouri, primim failure

currentstate.textColor = 0xFF0000;

car\_object.gotoAndPlay(91);

gaslevel -= 1;

filvl();

}

positioner();

} else {

nmgas = 1;

currentstate.text = "Check Gas";

currentstate.textColor = 0xFF0000;

}

if (sparked == 0) {

turboclip.alpha = 0.5;//graficul devine transparent daca nu mai avem turbouri

nmturbo = 1;//bool-ul devine 0 -//-

}

btnresetcheck();

}

car\_object.LittleCar.Light1.longlight.alpha = 0;//faza lunga este oprita

car\_object.LittleCar.Light2.longlight.alpha = 0;//pentru ca din default e zi

btn\_light.addEventListener(MouseEvent.CLICK, lightwork);//buton pentru lumini on/off

function lightwork(event:MouseEvent) {

if (night == 0) {//daca e zi, se porneste faza scurta, respectiv opreste

if (car\_object.LittleCar.Light1.Shine.visible == true) {

car\_object.LittleCar.Light1.Shine.visible = false;

LightState.text = "OFF";//actualizare contor care ne spune starea farurilor

} else {

car\_object.LittleCar.Light1.Shine.visible = true;

LightState.text = "ON";

}

if (car\_object.LittleCar.Light2.Shine.visible == true) {

car\_object.LittleCar.Light2.Shine.visible = false;

} else {

car\_object.LittleCar.Light2.Shine.visible = true;

}

} else {//daca e noaptea, se porneste faza lunga, respectiv opreste

if (car\_object.LittleCar.Light1.longlight.alpha == 1) {

car\_object.LittleCar.Light1.longlight.alpha = 0;

LightState.text = "OFF";

} else {

car\_object.LittleCar.Light1.longlight.alpha = 1;

LightState.text = "ON";

}

if (car\_object.LittleCar.Light2.longlight.alpha == 1) {

car\_object.LittleCar.Light2.longlight.alpha = 0;

} else {

car\_object.LittleCar.Light2.longlight.alpha = 1;

}

}

}

left\_light.addEventListener(MouseEvent.CLICK, spinlightleft);

function spinlightleft(event:MouseEvent) {

if (car\_object.LittleCar.Light1.rotation < 90) {

car\_object.LittleCar.Light1.rotation += 10;

car\_object.LittleCar.Light2.rotation -= 10;

}

}

right\_light.addEventListener(MouseEvent.CLICK, spinlightright);

function spinlightright(event:MouseEvent) {

if (car\_object.LittleCar.Light1.rotation > - 90) {

car\_object.LittleCar.Light1.rotation -= 10;

car\_object.LittleCar.Light2.rotation += 10;

}

}

//^^ apropie sau departeaza becurile

//urmatoarele butoane seteaza culoarea masinii, sunt pentru butoanele din stanga meniului

var currentcolor:String;

currentcolor = "white";//din default e alba

btn\_black.addEventListener(MouseEvent.CLICK, colorblack);

function colorblack(event:MouseEvent) {

car\_object.LittleCar.Salmon.gotoAndStop(1);

easteregg = 0;

var c:Color = new Color();//faci o variabila de tip culoare si apoi o aplici

c.setTint(0x000000, 0.85);

car\_object.LittleCar.Salmon.transform.colorTransform = c;

currentcolor = "black";

//pentru functia cu transformi ai avut nevoie de libraria de la inceputul codului

}

btn\_white.addEventListener(MouseEvent.CLICK, colorwhite);

function colorwhite(event:MouseEvent) {

easteregg = 0;

var c:Color = new Color();

c.setTint(0xFFFFFF, 1);

car\_object.LittleCar.Salmon.transform.colorTransform = c;

currentcolor = "white";

}

btn\_red.addEventListener(MouseEvent.CLICK, colorred);

function colorred(event:MouseEvent) {

if (easteregg == 2) {

easteregg = 3;

} else {

easteregg = 0;

}

var c:Color = new Color();

c.setTint(0xFF0000, 1);

car\_object.LittleCar.Salmon.transform.colorTransform = c;

currentcolor = "red";

}

btn\_blue.addEventListener(MouseEvent.CLICK, colorblue);

function colorblue(event:MouseEvent) {

if (easteregg == 0) {

easteregg = 1;

} else {

easteregg = 0;

}

var c:Color = new Color();

c.setTint(0x0000FF, 1);

car\_object.LittleCar.Salmon.transform.colorTransform = c;

currentcolor = "blue";

}

btn\_green.addEventListener(MouseEvent.CLICK, colorgreen);

function colorgreen(event:MouseEvent) {

easteregg = 0;

var c:Color = new Color();

c.setTint(0x00FF00, 1);

car\_object.LittleCar.Salmon.transform.colorTransform = c;

currentcolor = "green";

}

btn\_purple.addEventListener(MouseEvent.CLICK, colorpurple);

function colorpurple(event:MouseEvent) {

easteregg = 0;

var c:Color = new Color();

c.setTint(0xFF00FF, 1);

car\_object.LittleCar.Salmon.transform.colorTransform = c;

currentcolor = "purple";

}

btn\_yellow.addEventListener(MouseEvent.CLICK, coloryellow);

function coloryellow(event:MouseEvent) {

if (easteregg == 1) {

easteregg = 2;

} else {

easteregg = 0;

}

var c:Color = new Color();

c.setTint(0xFFFF00, 1);

car\_object.LittleCar.Salmon.transform.colorTransform = c;

currentcolor = "yellow";

}

btn\_orange.addEventListener(MouseEvent.CLICK, colororange);

function colororange(event:MouseEvent) {

easteregg = 0;

var c:Color = new Color();

c.setTint(0xFF9900, 1);

car\_object.LittleCar.Salmon.transform.colorTransform = c;

currentcolor = "orange";

}

function coinsizeadjust() {//ajusteaza marimea monedelor

newcoin.scaleX = tsizer/4;

newcoin.scaleY = tsizer/4;

oldcoin.scaleX = tsizer/4;

oldcoin.scaleY = tsizer/4;

}

sizelow.addEventListener(MouseEvent.CLICK, shrink);//face masina mai mica

function shrink(event:MouseEvent) {

var toriginal:Number;

toriginal = tsizer;

if (tsizer == 0.5) {

tsizer = 0.25;

sizelow.alpha = 0.5;

if (gameison) {

sizehigh.alpha = 1;

}

}

if (tsizer == 1) {

tsizer = 0.5;

}

if (tsizer == 2) {

tsizer = 1;

}

if (tsizer == 4) {

tsizer = 2;

sizehigh.alpha = 1;

}

if (gameison == 0 || tsizer == 0.25) {

car\_object.scaleX = tsizer/2;

car\_object.scaleY = tsizer/2;

sizer.text = String(tsizer);

} else {

tsizer = toriginal;

}

if (gameison) {

}

coinsizeadjust();

}

sizehigh.addEventListener(MouseEvent.CLICK, grow);//face masina mai mare

function grow(event:MouseEvent) {

var toriginal:Number;

toriginal = tsizer;

if (tsizer == 2) {

tsizer = 4;

sizehigh.alpha = 0.5;

}

if (tsizer == 1) {

tsizer = 2;

}

if (tsizer == 0.5) {

tsizer = 1;

}

if (tsizer == 0.25) {

tsizer = 0.5;

sizelow.alpha = 1;

if (gameison) {

sizehigh.alpha = 0.5;

}

}

if (gameison == 0 || tsizer == 0.5) {

car\_object.scaleX = tsizer/2;

car\_object.scaleY = tsizer/2;

sizer.text = String(tsizer);

} else {

tsizer = toriginal;

}

coinsizeadjust();

}

turboup.addEventListener(MouseEvent.CLICK, turbogrow);//creste nivelul maxim de turbouri

function turbogrow(event:MouseEvent) {

if (gameison == 0 || turboval < boughtturbos) {

if (turboval != 8) {

easteregg = 0;

}

if (turboval < 9) {

turboval++;

}

turbotext.text = String(turboval);

if (easteregg == 3 && turboval == 9) {

easteregg = 4;

} else {

easteregg = 0;

}

}

}

turbodown.addEventListener(MouseEvent.CLICK, turboshrink);//scade -//-

function turboshrink(event:MouseEvent) {

if (turboval > 0) {

turboval--;

}

turbotext.text = String(turboval);

}

borderframe.alpha = 0;//initial nu avem marginea activata

btn\_border.addEventListener(MouseEvent.CLICK, bordering);//butonul pentru margine

function bordering(event:MouseEvent) {

if (bordered == 0) {

bordered = 1;

border\_state.text = "ON";

borderframe.alpha = 1;

if (car\_object.x < 55 || car\_object.x > 565 || car\_object.y < 45 || car\_object.y > 200) {

currentstate.text = "W.B.!";//aduce masina inapoi daca era iesita din cadru

currentstate.textColor = 0x00FF00;

car\_object.x = 85;

car\_object.y = 100;

car\_object.rotation = 90;

circlespin.goarrow.rotation = 90;

positioner();

}

} else {

bordered = 0;

border\_state.text = "OFF";

borderframe.alpha = 0;

}

}

nightstuff.visible = false;//initial e zi, nightstuff e graficul pentru intuneric

lightsetter.alpha = 0.5;

night = 0;

lightsetter.addEventListener(MouseEvent.CLICK, nightandday);

function nightandday(event:MouseEvent) {

if (night == 0) {//cand se face noapte, se trece de pe faza scurta la faruri la faza lunga

if (car\_object.LittleCar.Light1.Shine.visible == true) {

car\_object.LittleCar.Light1.Shine.visible = false;

car\_object.LittleCar.Light2.Shine.visible = false;

car\_object.LittleCar.Light1.longlight.alpha = 1;

car\_object.LittleCar.Light2.longlight.alpha = 1;

}

night = 1;

nightstuff.visible = true;

lightsetter.alpha = 1;

nightcoins();

} else {// si invers

if (car\_object.LittleCar.Light1.longlight.alpha == 1) {

car\_object.LittleCar.Light1.longlight.alpha = 0;

car\_object.LittleCar.Light2.longlight.alpha = 0;

car\_object.LittleCar.Light1.Shine.visible = true;

car\_object.LittleCar.Light2.Shine.visible = true;

}

night = 0;

nightstuff.visible = false;

lightsetter.alpha = 0.5;

newcoin.alpha = 1;

}

if (night == 1 && easteregg == 5 && gameison) {

repeatbtn.visible = true;

easteregg = 0;

car\_object.LittleCar.Salmon.gotoAndStop(2);

turboclip.gotoAndPlay(10);

var c:Color = new Color();

c.setTint(0xFFFFFF, 0);

car\_object.LittleCar.Salmon.transform.colorTransform = c;

} else {

easteregg = 0;

}

}

repeatbtn.addEventListener(MouseEvent.CLICK, repeatsong);

function repeatsong(event:MouseEvent) {

turboclip.gotoAndPlay(10);

}

rolow.addEventListener(MouseEvent.CLICK, shrinkro);//scade forta de rotire

function shrinkro(event:MouseEvent) {

switch (roforce) {

case 5 :

break;

case 15 :

roforce = 5;

rolow.alpha = 0.5;

break;

case 22.5 :

roforce = 15;

break;

case 30 :

roforce = 22.5;

break;

case 45 :

roforce = 30;

break;

case 60 :

roforce = 45;

break;

case 90 :

roforce = 60;

rohigh.alpha = 1;

break;

}

roadjust();

}

rohigh.addEventListener(MouseEvent.CLICK, growro);//creste forta de rotire

function growro(event:MouseEvent) {

switch (roforce) {

case 5 :

roforce = 15;

rolow.alpha = 1;

break;

case 15 :

roforce = 22.5;

break;

case 22.5 :

roforce = 30;

break;

case 30 :

roforce = 45;

break;

case 45 :

roforce = 60;

break;

case 60 :

roforce = 90;

rohigh.alpha = 0.5;

break;

}

roadjust();

}

rreset.alpha = 0.5;

rreset.addEventListener(MouseEvent.CLICK, roreset);//roteste masina in pozitia initiala si indreapta rotile

function roreset(event:MouseEvent) {//buton util cand ai obtinut un unghi mai neprietenos

if ((car\_object.currentFrame >= 2 && car\_object.currentFrame <= 10) || (car\_object.currentFrame >= 30 && car\_object.currentFrame <=77)) {

return;

}

circlespin.goarrow.rotation = 90;//se afla in mijloc, sub indicator directie, in dreapta modificatoare rotatie

car\_object.rotation = circlespin.goarrow.rotation;

positioner();

car\_object.LittleCar.backwheel1.rotation = 0;

car\_object.LittleCar.backwheel2.rotation = 0;

car\_object.LittleCar.wheel1.rotation = 0;

car\_object.LittleCar.wheel2.rotation = 0;

btnresetcheck();

}

shopbtn.visible = false;//butonul de shop

coinstxt.visible = false;//contorul de monede

newcoin.visible = false;//graficul de moneda

oldcoin.visible = false;//un auxiliar

btncatch.visible = false;//butonul de prins bani!!

coinspawner.visible = false;//grafic cu functia care plaseaza bani

coinspawner.gotoAndStop(2);//nu se fabrica bani initial

var prev: Number = 0;//daca a fost sau nu prins banul anterior

var coinvirgin: Number = 1;//la inceput sa nu ruleze

leftcharges.visible = false;//benzina nu este gratis in modul joc

var vcoinn: int, vcoins: int, vcoine: int, vcoinv: int;

var goawayshop:int = 0;

function coingen() {//genereaza bani

//x > 20 x < 580 & y > 30 y < 210

var newcx: Number;//pozitiile noi

var newcy: Number;

var oldcy: Number;

var oldcx: Number;

vcoinv = 20;

vcoine = 580;

vcoinn = 30;

vcoins = 210;

if (goawayshop || themightyshop.currentFrame > 1) {

vcoine = 480;

goawayshop = 0;

}

if (gascharges == 0 && coins < 4 && gaslevel <= 10) {

energylight.x = car\_object.x + tsizer \* 75 \* Math.sin(car\_object.rotation \* Math.PI / 180);

energylight.y = car\_object.y - tsizer \* 75 \* Math.cos(car\_object.rotation \* Math.PI / 180);

vcoinv = energylight.x - 30;

vcoine = energylight.x + 30;

vcoinn = energylight.y - 30;

vcoins = energylight.y + 30;

}

newcx = vcoinv + int(Math.round(Math.random()\*(vcoine-vcoinv)));

newcy = vcoinn + int(Math.round(Math.random()\*(vcoins-vcoinn)));

oldcx = newcoin.x;

oldcy = newcoin.y;

newcoin.x = newcx;

newcoin.y = newcy;

newcoin.gotoAndPlay(1);

oldcoin.alpha = newcoin.alpha;

nightcoins();

oldcoin.x = oldcx;

oldcoin.y = oldcy;

if (prev) {

oldcoin.gotoAndPlay(145);

} else {

oldcoin.alpha = 1;

oldcoin.gotoAndPlay(170);

}

if (coinvirgin) {

oldcoin.visible = false;

oldcoin.gotoAndStop(1);

} else {

oldcoin.visible = true;

}

coinsizeadjust();

prev = 1;

coinvirgin = 0;

}

function nightcoins() {//face banii pe intuneric

newcoin.alpha = 1;

if (night) {

var nightdist: Number = 0;

var nightrez: Number = 0;

nightdist = Math.sqrt((car\_object.x - newcoin.x)\*(car\_object.x - newcoin.x) + (car\_object.y - newcoin.y)\*(car\_object.y - newcoin.y));

if (nightdist > 200) {

nightrez = 0;

} else {

if (nightdist < 10) {

nightrez = 100;

} else {

nightrez = 100 - nightdist / 2;

}

}

newcoin.alpha = nightrez / 100;

}

}

function gamestart() {

gameison = 1;

tsizer = 0.5;

car\_object.scaleX = tsizer/2;

car\_object.scaleY = tsizer/2;

sizer.text = String(tsizer);

sizehigh.alpha = 0.5;

sizelow.alpha = 1;

left\_light.visible = right\_light.visible = false;

LightState.x += 40;

lightfollower.x += 40;

sizehigh.x += 150;

sizelow.x += 150;

rohigh.x += 150;

rolow.x += 150;

sizer.x += 150;

rovalue.x += 150;

rreset.x += 85;

shopbtn.visible = true;

coinstxt.visible = true;

newcoin.visible = true;

oldcoin.visible = true;

btncatch.visible = true;

btncatch2.visible = true;

leftcharges.visible = true;

coinspawner.visible = true;

coinspawner.gotoAndPlay(1);

bgbasic.gotoAndStop(2);

coinsizeadjust();

dothecolors();

coinstxt.text = String("c:") + String(coins);

if (turboval > boughtturbos) {

turboval = boughtturbos;

turbotext.text = String(turboval);

}

}

function gamestop() {

gameison = 0;

tsizer = 1;

car\_object.scaleX = tsizer/2;

car\_object.scaleY = tsizer/2;

sizer.text = String(tsizer);

sizehigh.alpha = 1;

if (tsizer > 0.25) {

sizelow.alpha = 1;

}

left\_light.visible = right\_light.visible = true;

LightState.x -= 40;

lightfollower.x -= 40;

sizehigh.x -= 150;

sizelow.x -= 150;

rohigh.x -= 150;

rolow.x -= 150;

sizer.x -= 150;

rovalue.x -= 150;

rreset.x -= 85;

shopbtn.visible = false;

coinstxt.visible = false;

newcoin.visible = false;

oldcoin.visible = false;

btncatch.visible = false;

btncatch2.visible = false;

coinspawner.visible = false;

leftcharges.visible = false;

coinspawner.gotoAndStop(2);

bgbasic.gotoAndStop(1);

dothecolors();

if (themightyshop.currentFrame == 10) {

themightyshop.gotoAndPlay(themightyshop.currentFrame + 1);

}

}

gamebtn.addEventListener(MouseEvent.CLICK, gamemanage);

function gamemanage(event:MouseEvent) {

gamestart();

gamebtn.visible = false;

sandbtn.visible = true;

}

sandbtn.addEventListener(MouseEvent.CLICK, sandmanage);

function sandmanage(event:MouseEvent) {

gamestop();

gamebtn.visible = true;

sandbtn.visible = false;

}

function isinside() {//calculeaza daca moneda e in interiorul ariei de capturare

var finalresult: Boolean = false;

var dist: Number = 0;

var maxdist: Number = 0;

maxdist = tsizer \* 100;

dist = Math.sqrt((energylight.x - newcoin.x)\*(energylight.x - newcoin.x) + (energylight.y - newcoin.y)\*(energylight.y - newcoin.y));

if (dist <= maxdist) {

finalresult = true;

}

return finalresult;

}

function catchacoin() {//functia care prinde moneda

var newenx:Number;//coordonatele patratului

var neweny:Number;//coordonatele patratului de energie

newenx = car\_object.x + tsizer \* 75 \* Math.sin(car\_object.rotation \* Math.PI / 180);

neweny = car\_object.y - tsizer \* 75 \* Math.cos(car\_object.rotation \* Math.PI / 180);

energylight.x = newenx;

energylight.y = neweny;

energylight.rotation = car\_object.rotation;

energylight.scaleX = tsizer/2;

energylight.scaleY = tsizer/2;

energylight.gotoAndPlay(2);

if (isinside()) {//daca banul e in dreptunghi

coins++;

prev = 0;//prev verifica daca banul dispare sau apare animatia de castig

if (car\_object.currentFrame > 30 && car\_object.currentFrame < 90) {

coins+=2;

currentstate.text = "Longshot!";

currentstate.textColor = 0xC4004F;

}

if (night) {

coins++;

currentstate.text = "Nightshot!";

currentstate.textColor = 0xC4004F;

}

if (car\_object.currentFrame > 30 && car\_object.currentFrame < 90 && night) {

coins+=16;

currentstate.text = "Comboshot!";

currentstate.textColor = 0xFF22A7;

}

coinspawner.gotoAndPlay(1);

if (themightyshop.currentFrame > 1 && coins >= cartprice) {

themightyshop.buyallbtn.alpha = 1;

}

} else {

prev = 1;

}

prices();

}

btncatch.addEventListener(MouseEvent.CLICK, gocatch);

function gocatch(event:MouseEvent) {

catchacoin();

}

btncatch2.addEventListener(MouseEvent.CLICK, gocatch);

shopbtn.addEventListener(MouseEvent.CLICK, shopmanage);//deschide sau inchide magazinul

function shopmanage(event:MouseEvent) {

if (themightyshop.currentFrame == 1) {

themightyshop.play();

if (newcoin.x > 480) {//daca e un ban sub magazin il dam afara

goawayshop = 1;

coingen();

}

} else {

if (themightyshop.currentFrame == 10) {

themightyshop.gotoAndPlay(themightyshop.currentFrame + 1);

} else {

themightyshop.gotoAndPlay(20 - themightyshop.currentFrame);

}

}

}

var cartprice: int = 0;

var gasboughtis: int = 0;

var turbonewprice: int;

var boughtturbos: int = 1;

var sandboughtis: int = 0;

var bbblack: int = 0;

var bbwhite: int = 0;

var bbred: int = 0;

var bbblue: int = 0;

var bbgreen: int = 0;

var bbyellow: int = 0;

var bbpurple: int = 0;

var bborange: int = 0;

function dothecolors() {//functia care regleaza culorile frumos

if (gameison) {

if (bbblack) {

btn\_black.visible = true;

} else {

btn\_black.visible = false;

}

if (bbwhite) {

btn\_white.visible = true;

} else {

btn\_white.visible = false;

}

if (bbred) {

btn\_red.visible = true;

} else {

btn\_red.visible = false;

}

if (bbblue) {

btn\_blue.visible = true;

} else {

btn\_blue.visible = false;

}

if (bbgreen) {

btn\_green.visible = true;

} else {

btn\_green.visible = false;

}

if (bbyellow) {

btn\_yellow.visible = true;

} else {

btn\_yellow.visible = false;

}

if (bbpurple) {

btn\_purple.visible = true;

} else {

btn\_purple.visible = false;

}

if (bborange) {

btn\_orange.visible = true;

} else {

btn\_orange.visible = false;

}

var colorobject:DisplayObject;

colorobject = getChildByName("btn\_" + currentcolor);

if (colorobject.visible == false) {

var c:Color = new Color();

c.setTint(0xFFFFFF, 1);

car\_object.LittleCar.Salmon.transform.colorTransform = c;

currentcolor = "white";

}

} else {

btn\_black.visible = true;

btn\_white.visible = true;

btn\_red.visible = true;

btn\_blue.visible = true;

btn\_yellow.visible = true;

btn\_green.visible = true;

btn\_purple.visible = true;

btn\_orange.visible = true;

}

}

function prices() {//functia care actualizeaza preturile si banutii

coinstxt.text = String("c:") + String(coins);

turbonewprice = 2 \* themightyshop.buyingturbos;

if (themightyshop.currentFrame > 1) {

themightyshop.buyallbtn.alpha = 1;

}

if (themightyshop.currentFrame > 1) {

themightyshop.colorprice.thisprice.text = "$10";

themightyshop.sandboxprice.thisprice.text = "$50";

themightyshop.moregasprice.thisprice.text = "$4";

themightyshop.turboprice.thisprice.text = String("$" + String(turbonewprice));

themightyshop.cartin.cartvalue.text = String("$" + String(cartprice));

if (cartprice > coins) {

themightyshop.buyallbtn.alpha = 0.5;

}

}

}

sandbtn.visible = false;//la inceput nu e cumparat sandbtnul

bbwhite = 1;//culoarea alba e cumparata din start

function afaceri() {//functia care cumpara tot ce e in carucior

coins -= cartprice;

cartprice = 0;

prices();

themightyshop.cartin.gotoAndPlay(5);

boughtturbos = themightyshop.buyingturbos;

for (themightyshop.lvlnr = 1; themightyshop.lvlnr <= boughtturbos; themightyshop.lvlnr++) {

themightyshop.newlvl = themightyshop.allturbo.getChildByName(String("lvl" + themightyshop.lvlnr));

themightyshop.newlvl.alpha = 1;

}

if (boughtturbos == 9) {

themightyshop.allturbo.allturbom.visible = themightyshop.allturbo.allturbop.visible = false;

themightyshop.turboprice.thisprice.text = "$0";

}

if (gasboughtis) {

leftcharges.play();

gascharges = 8;

refiller.visible = true;

gasboughtis = 0;

}

themightyshop.gasbuybtn.alpha = 0.7;

if (themightyshop.sandboxbtn.alpha == 0.75) {

sandboughtis = 1;

themightyshop.sandboxbtn.alpha = 1;

sandbtn.visible = true;

}

if (themightyshop.allcolors.clblack.alpha == 0.75) {

bbblack = 1;

themightyshop.allcolors.clblack.alpha = 1;

}

if (themightyshop.allcolors.clred.alpha == 0.75) {

bbred = 1;

themightyshop.allcolors.clred.alpha = 1;

}

if (themightyshop.allcolors.clgreen.alpha == 0.75) {

bbgreen = 1;

themightyshop.allcolors.clgreen.alpha = 1;

}

if (themightyshop.allcolors.clblue.alpha == 0.75) {

bbblue = 1;

themightyshop.allcolors.clblue.alpha = 1;

}

if (themightyshop.allcolors.clyellow.alpha == 0.75) {

bbyellow = 1;

themightyshop.allcolors.clyellow.alpha = 1;

}

if (themightyshop.allcolors.clpurple.alpha == 0.75) {

bbpurple = 1;

themightyshop.allcolors.clpurple.alpha = 1;

}

if (themightyshop.allcolors.clorange.alpha == 0.75) {

bborange = 1;

themightyshop.allcolors.clorange.alpha = 1;

}

dothecolors();

}

//ca sa fie story incepem in mod jocul

//coins = 300;//asta nu

gamestart();

gamebtn.visible = false;

var saver:SharedObject = SharedObject.getLocal("kraftwagen");

function saveall() {

saver.data.ssparked = sparked;

saver.data.stsizer = tsizer;

saver.data.sgaslevel = gaslevel;

saver.data.sturboval = turboval;

saver.data.sbordered = bordered;

saver.data.snmgas = nmgas;

saver.data.snmturbo = nmturbo;

saver.data.snight = night;

saver.data.sroforce = roforce;

saver.data.sgameison = gameison;

saver.data.scoins = coins;

saver.data.sgascharges = gascharges;

saver.data.scartprice = cartprice;

saver.data.sgasboughtis = gasboughtis;

saver.data.sturbonewprice = turbonewprice;

saver.data.sboughtturbos = boughtturbos;

saver.data.ssandboughtis = sandboughtis;

saver.data.sbbblack = bbblack;

saver.data.sbbwhite = bbwhite;

saver.data.sbbred = bbred;

saver.data.sbbblue = bbblue;

saver.data.sbbgreen = bbgreen;

saver.data.sbbyellow = bbyellow;

saver.data.sbbpurple = bbpurple;

saver.data.sbborange = bborange;

saver.data.scurrentcolor = currentcolor;

saver.data.scoinvirgin = coinvirgin;

saver.data.carx = car\_object.x;

saver.data.cary = car\_object.y;

saver.data.carr = car\_object.rotation;

}

function recoverall() {

sparked = saver.data.ssparked;

tsizer = saver.data.stsizer;

gaslevel = saver.data.sgaslevel;

turboval = saver.data.sturboval;

bordered = saver.data.sborderedd;

nmgas = saver.data.snmgas;

nmturbo = saver.data.snmturbo;

night = saver.data.snight;

roforce = saver.data.sroforce;

gameison = saver.data.sgameison;

coins = saver.data.scoins;

gascharges = saver.data.sgascharges;

cartprice = saver.data.scartprice;

gasboughtis = saver.data.sgasboughtis;

turbonewprice = saver.data.sturbonewprice;

boughtturbos = saver.data.sboughtturbos;

sandboughtis = saver.data.ssandboughtis;

bbblack = saver.data.sbbblack;

bbwhite = saver.data.sbbwhite;

bbred = saver.data.sbbred;

bbblue = saver.data.sbbblue;

bbgreen = saver.data.sbbgreen;

bbyellow = saver.data.sbbyellow;

bbpurple = saver.data.sbbpurple;

bborange = saver.data.sbborange;

currentcolor = saver.data.scurrentcolor;

coinvirgin = saver.data.scoinvirgin;

car\_object.x = saver.data.carx;

car\_object.y = saver.data.cary;

car\_object.rotation = saver.data.carr;

circlespin.goarrow.rotation = saver.data.carr;

dothecolors();

prices();

positioner();

poscheck();

coinsizeadjust();

filvl();

turbotext.text = String(turboval);

if (gameison) {

gamestop();

gamestart();

} else {

gamestart();

gamestop();

}

if (bordered) {

border\_state.text = "ON";

} else {

border\_state.text = "OFF";

}

leftcharges.play();

if (car\_object.LittleCar.Light1.longlight.alpha == 1) {

LightState.text = "ON";

} else {

LightState.text = "OFF";

}

if (night) {

nightstuff.visible = true;

} else {

nightstuff.visible = false;

}

car\_object.scaleX = tsizer/2;

car\_object.scaleY = tsizer/2;

sizer.text = String(tsizer);

}

mainmenu.rcvrbtn.addEventListener(MouseEvent.CLICK, clickrecover);

function clickrecover(event:MouseEvent) {

recoverall();

mainmenu.visible = false;

}

mainmenu.svbtn.addEventListener(MouseEvent.CLICK, clicksave);

function clicksave(event:MouseEvent) {

saveall();

}

mainmenu.exitbtn.addEventListener(MouseEvent.CLICK, itsover);

function itsover(event:MouseEvent) {

fscommand("quit");

}

backtomenu.addEventListener(MouseEvent.CLICK, gofreshmenu);

function gofreshmenu(event:MouseEvent) {

mainmenu.visible = true;

SoundMixer.stopAll();

mainmenu.gotoAndStop(1);

newsong.play();

}

coins = 500;

mainmenu.gobackgame.addEventListener(MouseEvent.CLICK, gobacktog);

function gobacktog(event: MouseEvent){

mainmenu.visible = false;

}

var newsong: Sound = new myedm;

newsong.play();

Shop:

stop();

var buyingturbos:int;

buyingturbos = MovieClip(root).boughtturbos;

MovieClip(root).cartprice = 0;

MovieClip(root).prices();

gasbuybtn.alpha = 0.7;

MovieClip(root).gasboughtis = 0;

gasbuybtn.addEventListener(MouseEvent.CLICK, gasprice);

function gasprice(event:MouseEvent) {

if (MovieClip(root).gasboughtis == 0) {

gasbuybtn.alpha = 1;

MovieClip(root).cartprice += int(moregasprice.thisprice.text.slice(1,moregasprice.thisprice.text.length));

MovieClip(root).prices();

MovieClip(root).gasboughtis = 1;

} else {

gasbuybtn.alpha = 0.7;

MovieClip(root).cartprice -= 4;

MovieClip(root).prices();

MovieClip(root).gasboughtis = 0;

}

}

var lvlnr:int;

var newlvl:DisplayObject;

for (lvlnr = 1; lvlnr <= 9; lvlnr++) {

newlvl = allturbo.getChildByName(String("lvl" + lvlnr));

newlvl.alpha = 0.2;

}

for (lvlnr = 1; lvlnr <= MovieClip(root).boughtturbos; lvlnr++) {

newlvl = allturbo.getChildByName(String("lvl" + lvlnr));

newlvl.alpha = 1;

}

allturbo.allturbom.visible = false;

allturbo.allturbop.addEventListener(MouseEvent.CLICK, buyturboup);

function buyturboup(event:MouseEvent) {

allturbo.allturbom.visible = true;

if (buyingturbos < 9) {

MovieClip(root).cartprice += buyingturbos \* 2;

buyingturbos++;

newlvl = allturbo.getChildByName(String("lvl" + buyingturbos));

newlvl.alpha = 0.5;

MovieClip(root).prices();

}

if (buyingturbos == 9) {

allturbo.allturbop.visible = false;

}

}

allturbo.allturbom.addEventListener(MouseEvent.CLICK, buyturbodown);

function buyturbodown(event:MouseEvent) {

allturbo.allturbop.visible = true;

if (buyingturbos > MovieClip(root).boughtturbos) {

newlvl = allturbo.getChildByName(String("lvl" + buyingturbos));

newlvl.alpha = 0.2;

buyingturbos--;

MovieClip(root).cartprice -= buyingturbos \* 2;

MovieClip(root).prices();

}

if (buyingturbos == MovieClip(root).boughtturbos) {

allturbo.allturbom.visible = false;

}

}

if (MovieClip(root).boughtturbos == 9) {

allturbo.allturbom.visible = allturbo.allturbop.visible = false;

turboprice.thisprice.text = "$0";

}

if (MovieClip(root).sandboughtis == 0) {

sandboxbtn.alpha = 0.5;

} else {

sandboxbtn.alpha = 1;

}

sandboxbtn.addEventListener(MouseEvent.CLICK, buythesandbox);

function buythesandbox(event:MouseEvent) {

if (MovieClip(root).sandboughtis == 0) {

if (sandboxbtn.alpha == 0.5) {

sandboxbtn.alpha = 0.75;

MovieClip(root).cartprice += 50;

MovieClip(root).prices();

} else {

if (sandboxbtn.alpha == 0.75) {

sandboxbtn.alpha = 0.5;

MovieClip(root).cartprice -= 50;

MovieClip(root).prices();

}

}

}

}

allcolors.clwhite.alpha = 1;

if (MovieClip(root).bbblack == 0)allcolors.clblack.alpha = 0.25;

if (MovieClip(root).bbblue == 0)allcolors.clblue.alpha = 0.25;

if (MovieClip(root).bbred == 0)allcolors.clred.alpha = 0.25;

if (MovieClip(root).bbgreen == 0)allcolors.clgreen.alpha = 0.25;

if (MovieClip(root).bbyellow == 0)allcolors.clyellow.alpha = 0.25;

if (MovieClip(root).bbpurple == 0)allcolors.clpurple.alpha = 0.25;

if (MovieClip(root).bborange == 0)allcolors.clorange.alpha = 0.25;

allcolors.clblack.addEventListener(MouseEvent.CLICK, buytheblack);

function buytheblack(event:MouseEvent) {

if (allcolors.clblack.alpha == 0.25) {

allcolors.clblack.alpha = 0.75;

MovieClip(root).cartprice += 10;

MovieClip(root).prices();

} else {

if (allcolors.clblack.alpha == 0.75) {

allcolors.clblack.alpha = 0.25;

MovieClip(root).cartprice -= 10;

MovieClip(root).prices();

}

}

}

allcolors.clwhite.addEventListener(MouseEvent.CLICK, buythewhite);

function buythewhite(event:MouseEvent) {

if (allcolors.clwhite.alpha == 0.25) {

allcolors.clwhite.alpha = 0.75;

MovieClip(root).cartprice += 10;

MovieClip(root).prices();

} else {

if (allcolors.clwhite.alpha == 0.75) {

allcolors.clwhite.alpha = 0.25;

MovieClip(root).cartprice -= 10;

MovieClip(root).prices();

}

}

}

allcolors.clred.addEventListener(MouseEvent.CLICK, buythered);

function buythered(event:MouseEvent) {

if (allcolors.clred.alpha == 0.25) {

allcolors.clred.alpha = 0.75;

MovieClip(root).cartprice += 10;

MovieClip(root).prices();

} else {

if (allcolors.clred.alpha == 0.75) {

allcolors.clred.alpha = 0.25;

MovieClip(root).cartprice -= 10;

MovieClip(root).prices();

}

}

}

allcolors.clblue.addEventListener(MouseEvent.CLICK, buytheblue);

function buytheblue(event:MouseEvent) {

if (allcolors.clblue.alpha == 0.25) {

allcolors.clblue.alpha = 0.75;

MovieClip(root).cartprice += 10;

MovieClip(root).prices();

} else {

if (allcolors.clblue.alpha == 0.75) {

allcolors.clblue.alpha = 0.25;

MovieClip(root).cartprice -= 10;

MovieClip(root).prices();

}

}

}

allcolors.clgreen.addEventListener(MouseEvent.CLICK, buythegreen);

function buythegreen(event:MouseEvent) {

if (allcolors.clgreen.alpha == 0.25) {

allcolors.clgreen.alpha = 0.75;

MovieClip(root).cartprice += 10;

MovieClip(root).prices();

} else {

if (allcolors.clgreen.alpha == 0.75) {

allcolors.clgreen.alpha = 0.25;

MovieClip(root).cartprice -= 10;

MovieClip(root).prices();

}

}

}

allcolors.clyellow.addEventListener(MouseEvent.CLICK, buytheyellow);

function buytheyellow(event:MouseEvent) {

if (allcolors.clyellow.alpha == 0.25) {

allcolors.clyellow.alpha = 0.75;

MovieClip(root).cartprice += 10;

MovieClip(root).prices();

} else {

if (allcolors.clyellow.alpha == 0.75) {

allcolors.clyellow.alpha = 0.25;

MovieClip(root).cartprice -= 10;

MovieClip(root).prices();

}

}

}

allcolors.clpurple.addEventListener(MouseEvent.CLICK, buythepurple);

function buythepurple(event:MouseEvent) {

if (allcolors.clpurple.alpha == 0.25) {

allcolors.clpurple.alpha = 0.75;

MovieClip(root).cartprice += 10;

MovieClip(root).prices();

} else {

if (allcolors.clpurple.alpha == 0.75) {

allcolors.clpurple.alpha = 0.25;

MovieClip(root).cartprice -= 10;

MovieClip(root).prices();

}

}

}

allcolors.clorange.addEventListener(MouseEvent.CLICK, buytheorange);

function buytheorange(event:MouseEvent) {

if (allcolors.clorange.alpha == 0.25) {

allcolors.clorange.alpha = 0.75;

MovieClip(root).cartprice += 10;

MovieClip(root).prices();

} else {

if (allcolors.clorange.alpha == 0.75) {

allcolors.clorange.alpha = 0.25;

MovieClip(root).cartprice -= 10;

MovieClip(root).prices();

}

}

}

buyallbtn.addEventListener(MouseEvent.CLICK, letthembuy);

function letthembuy(event:MouseEvent) {

if (MovieClip(root).cartprice > 0) {

if (buyallbtn.alpha == 1) {

MovieClip(root).currentstate.text = "Enjoy!";

MovieClip(root).currentstate.textColor = 0x00FF00;

MovieClip(root).afaceri();

} else {

MovieClip(root).currentstate.text = "Not enough!";

MovieClip(root).currentstate.textColor = 0xFF0000;

}

}

}