

# ActionScript - Játék

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## Bevezető

---

A kódot a céljuknak, feladatuknak megfelelően külön *Layer*-ekre helyeztem el, így csoportosítva őket a könnyebb átláthatóság végett.

## Adatok

---

### Frame 1

```

1  stage.scaleMode = StageScaleMode.NO_SCALE;
2  stop()
3
4  loadMC.x = (stage.stageWidth - 400) / 2
5  loadMC.y = (stage.stageHeight - 80) / 2
6
7  this.addEventListener(Event.ENTER_FRAME, loading);
8
9  var myText:TextField = new TextField()
10
11  myText.x = 305
12  myText.y = 85
13
14  myText.mouseEnabled = false
15  myText.width = 100
16  loadMC.addChild(myText)
17
18  function loading(e:Event):void
19  {
20      var total : Number = this.stage.loaderInfo.bytesTotal;
21      var loaded : Number = this.stage.loaderInfo.bytesLoaded;
22
23      var lText:TextFormat = new TextFormat()
24      with (lText)
25      {
26          //-font = "Arial"
27          size = 30
28          bold = true
29          color = "0xF0C814"
30          align = TextFormatAlign.right
31      }
32
33      myText.text = Math.floor((loaded / total) * 100) + "%"
34      myText.setTextFormat(lText)
35
36      //if (total == loaded)

```

```

37     {
38         play()
39         this.removeEventListener(Event.ENTER_FRAME, loading);
40     }
41

```

## Frame 2

```

42 import flash.external.*
43 import fl.controls.CheckBox;
44
45 //var p_ok : Array = new Array()
46 var p_akt : Array = new Array() // aktuális állapot
47 var size : Array = new Array()
48 var ac : uint
49
50 var puzzle_nev : String
51 var nyelv : String
52 var pp_akt : String = "0"
53 var color_akt : Array = new Array()
54
55 /*
56 nyelv ="en"
57 ac = 2
58
59 size[0] =10
60 size[1] = 10
61 color_akt[0] = 2
62 color_akt[1] = 6
63 color_akt[2] = 13
64
65 userID = 0
66 picID = 1
67 */
68
69 stop()
70 var picID : uint = ExternalInterface.call("picID")
71 var userID : uint = ExternalInterface.call("userID")
72
73 var request:URLRequest = new URLRequest ("pic_init.php")
74 request.method = URLRequestMethod.POST;
75 var variables:URLVariables = new URLVariables()
76
77 variables.id = picID
78 variables.id_user = userID
79 request.data = variables;
80
81 var loader:URLLoader = new URLLoader (request)
82 loader.addEventListener(Event.COMPLETE, onComplete)
83 loader.dataFormat = URLLoaderDataFormat.VARIABLES
84 loader.load(request)

```

```

85
86 function onComplete (event:Event):void
87 {
88     var variable : URLVariables = new URLVariables()
89     variable = event.target.data
90
91     var pp : String
92     var cc : String
93
94     var col : Array = new Array()
95     var i : uint
96
97     size[0] = int(variable.kocka_x)
98     size[1] = int(variable.kocka_y)
99     pp = "1," + variable.pix
100    cc = variable.szinek
101
102    col = cc.split(",")
103    p_ok = pp.split(",")
104
105    ac = col[0]
106
107    for (i = 0; i <= col.length - 1; i++)
108    {
109        color_akt[i] = int(col[i])
110    }
111
112    if (variable.pakt != "0")
113    {
114        pp_akt = variable.pakt
115    }
116
117    puzzle_nev = variable.cim
118    nyelv = variable.nyelv
119
120    play()
121 }

```

## Init

---

### Frame 3

```

122 var x_k : uint = 10          // vízszintes kezdés - rajzoláshoz
123 var yo_k : uint = 10
124 var y_k : uint = 90         // függőleges kezdés - rajzoláshoz
125 var val : uint = 3          // választó vastag vonal vastagsága
126 var kk : uint = 18          // kocka mérete
127 var hs : uint               // leghosszabb sor
128 var ho : uint               // leghosszab oszlop
129 var betu : uint = 15         // betűméret számokhoz
130 var betul : uint = 12
131 var kov_veg : uint = 10 // vonalzó eleje csík
132 var sor_hiba : Array = new Array()
133 var oszlop_hiba : Array = new Array()
134 var sSound : Boolean = true
135 var sCheck : Boolean = true
136
137 var center_MC : MovieClip = new MovieClip();
138 var kor_v_alap : uint = 0
139 var kor_f_alap : uint = 0
140
141 var logo : btn_logo = new btn_logo()
142
143 var mText:TextField = new TextField()
144
145 mText.x = 100
146 mText.y = 0
147 mText.mouseEnabled = false
148 mText.width = 600
149 addChild(mText)
150
151 var magas : uint              // a rajzterület magassága
152 magas = ((size[1] / 5 + 1) * val) + ((kk * size[1]) + size[1] -
153 (size[1] / 5))
154
155 var hossz : uint
156 hossz = ((size[0] / 5 + 1) * val) + ((kk * size[0]) + size[0] -
157 (size[0] / 5))
158
159 var color : Array = new Array()
160
161 color[0] = "0xFFFFFFFF"
162 color[1] = "0xFFFFFFFF"
163 color[2] = "0xF4D511"
164 color[3] = "0xF7941E"
165 color[4] = "0xED1846"
166 color[5] = "0xF598AA"

```



```

167 color[6] = "0xE1058C"
168 color[7] = "0xAB3F97"
169 color[8] = "0x71CFEB"
170 color[9] = "0x00ACA5"
171 color[10] = "0x17568B"
172 color[11] = "0x70BF54"
173 color[12] = "0x008A49"
174 color[13] = "0xE0B488"
175 color[14] = "0x934D2A"
176 color[15] = "0xB3BFB1"
177 color[16] = "0x5C6655"
178 color[17] = "0x0B0A0A"
179
180 //var myFont:Font = new FontSajat();
181 var myFont:Font = new FontSzam();
182 var myArial:Font = new FontArial();
183
184 var boldText:TextFormat = new TextFormat()
185 with (boldText)
186 {
187     //font = "arial"
188     font = myFont.fontName
189     size = betu
190     bold = true
191     align = TextFormatAlign.CENTER
192 }
193
194 // kétjegyű számok
195 var boldText_h:TextFormat = new TextFormat()
196 with (boldText_h)
197 {
198     font = myFont.fontName
199     size = betu
200     bold = true
201     align = TextFormatAlign.CENTER
202 }
203
204 var infoText:TextFormat = new TextFormat()
205 with (infoText)
206 {
207     font = myArial.fontName
208     size = betul
209     bold = false
210     align = TextFormatAlign.CENTER
211 }
212
213 var okText:TextFormat = new TextFormat()
214 with (okText)
215 {
216     font = myArial.fontName
217     size = betul

```

```

218         bold = true
219         color = "0x008A49"
220         align = TextFormatAlign.CENTER
221     }
222
223     var noText:TextFormat = new TextFormat()
224     with (noText)
225     {
226         font = myArial.fontName
227         size = betul
228         bold = false
229         color = "0xCC0033"
230         align = TextFormatAlign.CENTER
231     }
232
233     var bubbleText:TextFormat = new TextFormat()
234     with (bubbleText)
235     {
236         font = myArial.fontName
237         size = 12
238         align = TextFormatAlign.CENTER
239     }
240
241     /*
242     var p_ok : Array = new Array
243     (1,0,0,0,13,13,13,0,2,2,2,0,0,0,13,13,13,0,0,2,2,0,0,0,0,13,0,0,0,
244     0,2,0,0,13,2,2,2,13,0,0,0,0,0,13,2,2,2,13,0,0,0,0,0,13,6,6,6,13,0,
245     0,0,0,6,6,6,6,6,6,6,0,0,6,6,6,6,6,6,6,6,0,0,0,0,13,0,13,0,0,0,0,
246     0,0,0,13,0,13,0,0,0,0)
247     */

```

## Számozás

---

### Frame 3

```

248 var lista_v : String
249 var lista_f : String
250 var kor_v_db : uint
251 var kor_f_db : uint
252 var szam_v : Array = new Array()
253 var szam_v_sz : Array = new Array()
254 var kor_v : uint
255 var kor_f : uint
256 var jel_kor : uint = 8
257 onSzamoz_v()
258 onSzamoz_f()
259
260 // függőleges ábra kezdés      - kk * ho + y_k
261 // függőleges szöveg kezdés - kk * (ho - 1) + y_k
262 // vízszintes ábra kezdés      - x_k + ((hs - 1) * (koz_v + betu)
263 // vízszintes szöveg kezdés - x_k + ((hs - 1) * (koz_v + betu)
264
265 center()
266 onSzam_ir_v()
267 onSzam_ir_f()
268
269 function center() : void
270 {
271     //center_MC.graphics.beginFill(0xFFFFFFFF, 0)
272     center_MC.graphics.beginFill(0xFF0000, 0)
273     center_MC.graphics.drawRect(0, 0, stage.stageWidth, 200)
274     center_MC.graphics.endFill()
275
276     addChild(center_MC)
277 }
278
279 // Vízstintes számozás kiszámolása
280
281 function onSzamoz_v() : void
282 {
283     var i : uint
284     var j : uint
285     var e : uint = 1    // egyforma szín darab
286     var a : uint = 0    // egyforma szín színe
287     var h : uint        // aktuális sor hossza
288     var db : uint
289
290     for (i = 1; i <= size[1]; i++)
291     {

```

```

292     e = 1
293     h = 0
294
295     for (j = 1; j <= size[0]; j++)
296     {
297         db = ((i - 1) * size[0]) + j
298
299         if (p_ok[db] != a) // új szín jön
300         {
301             if (a != 1 && a != 0)
302             {
303                 lista_v = lista_v + "_" + e + "_" + a
304
305                 h += 1
306             }
307             e = 1
308             a = p_ok[db]
309         }
310         else // azonos a szín
311         {
312             e += 1
313         }
314     }
315
316     if (a != 1 && a != 0)
317     {
318         lista_v = lista_v + "_" + e + "_" + a
319         h += 1
320     }
321     lista_v = lista_v + "_" *
322     a = p_ok[0]
323     if (h > hs) hs = h
324 }
325 }
326
327 // Függőleges számozás kiszámolása
328
329 function onSzamoz_f():void
330 {
331     var i : uint
332     var j : uint
333     var e : uint = 1 // egyforma szín darab
334     var a : uint = 0 // egyforma szín színe
335     var h : uint // aktuális sor hossza
336     var db : uint
337
338     for (i = 1; i <= size[0]; i++)
339     {
340         e = 1
341         h = 0

```

```

342     for (j = 1; j <= size[1]; j++)
343     {
344         db = (i + ((j - 1) * size[0]))
345         if (p_ok[db] != a) // új szín jön
346         {
347             if (a != 1 && a != 0)
348             {
349                 lista_f = lista_f + "_" + e + "_" + a
350                 h += 1
351             }
352             e = 1
353             a = p_ok[db]
354
355         }
356         else // azonos a szín
357         {
358             e += 1
359         }
360     }
361
362     if (a != 1 && a != 0)
363     {
364         lista_f = lista_f + "_" + e + "_" + a
365         h += 1
366     }
367     lista_f = lista_f + "_" *
368     a = p_ok[0]
369     if (h > ho) ho = h
370 }
371 }
372
373 // Vízstintes számozás kiíratása
374
375 function onSzam_ir_v():void
376 {
377     var k : String
378     var x_init : uint = (hs - 1) * kk + kov_veg + 1
379     var xx : uint = x_init
380     var yy_orig : uint = magas + kk * ho + kov_veg + y_k - 1
381     var yy : uint = yy_orig
382     var i : uint = 0
383     var mit : Array = lista_v.split("_")
384     var szamoz : uint = 0
385     var db : uint = size[1]
386
387     kor_v_alap = 0
388
389     for (i = 1; i <= db; i++)
390     {
391         if (i % 5 == 1) yy -= kk + val else yy -= kk + 1
392

```

```

393         var szam_MC : MovieClip = new MovieClip()
394
395         szam_MC.graphics.beginFill(0xFFFFFFFF, 1)
396         szam_MC.graphics.drawRect(0, yy, 200 , kk + 1)
397         szam_MC.graphics.endFill()
398         szam_MC.addEventListener(MouseEvent.MOUSE_OVER,
399 text_kovet_x)
400         szam_MC.addEventListener(MouseEvent.MOUSE_OUT,
401 text_kovet_x_no)
402         szam_MC.hova = yy + 2
403         center_MC.addChild(szam_MC)
404     }
405
406     yy = yy_orig
407     i = 1
408
409     while (mit.length > 1)
410     {
411         k = mit.pop()
412
413         if (k != "")
414         {
415             var kor_alap_MC:MovieClip = new MovieClip()
416             kor_alap_MC.graphics.beginFill(color[k]);
417             kor_alap_MC.graphics.drawRect(xx, yy + 2, kk, kk)
418             kor_alap_MC.graphics.endFill();
419             kor_alap_MC.kor = "korv_" + szamoz
420             kor_alap_MC.sor = i - 1
421             kor_alap_MC.name = "korva_" + szamoz
422             kor_alap_MC.hova = yy + 2
423             kor_alap_MC.szin = k
424             kor_alap_MC.addEventListener(MouseEvent.MOUSE_OVER,
425 text_kovet_x)
426             kor_alap_MC.addEventListener(MouseEvent.MOUSE_OUT,
427 text_kovet_x_no)
428             kor_alap_MC.addEventListener (MouseEvent.CLICK,
429 onKor)
430             kor_alap_MC.buttonMode = true;
431             kor_alap_MC.useHandCursor = true;
432             center_MC.addChild(kor_alap_MC)
433
434             var myText:TextField = new TextField()
435             myText.textColor = color[0]
436             myText.text = mit.pop()
437             myText.x = xx
438             myText.y = yy
439             myText.name = "korv_" + szamoz
440             myText.setTextFormat(boldText)
441             myText.mouseEnabled = false
442             myText.width = kk
443             if (myText.text.length > 1 )

```

```

444         {
445             myText.x = xx - 1
446             myText.width = kk+2
447             myText.setTextFormat(boldText_h)
448         }
449
450         center_MC.addChild(myText)
451         szamoz++
452         xx -= kk
453     }
454     else
455     {
456         xx = x_init
457
458         if (i % 5 == 1) yy -= kk + val else yy -= kk + 1
459         i += 1
460     }
461 }
462
463 kor_v_alap = szamoz
464 }
465
466 function onKor(event:MouseEvent) : void
467 {
468     var myColor : ColorTransform
469     var mit : String = event.currentTarget.kor.toString()
470     var szin : String =
471 event.target.transform.colorTransform.color.toString(16)
472     var m : DisplayObject = center_MC.getChildByName(mit)
473
474     if (szin == "ffffff")
475     {
476         verem_ir(event.target.name, 0, 0, 0)
477
478         myColor = event.target.transform.colorTransform
479         myColor.color = color[event.target.szin]
480         event.target.transform.colorTransform = myColor
481
482         m.textColor = color[0]
483     }
484     else
485     {
486         verem_ir(event.target.name, event.target.szin, 0, 0)
487
488         myColor = event.target.transform.colorTransform
489         myColor.color = color[0]
490         event.target.transform.colorTransform = myColor
491
492         m.textColor = color[event.target.szin]
493     }

```

```

494     if (sSound)
495     {
496         my_channel = hang_pen.play()
497         my_channel.soundTransform = volumeControl
498     }
499 }
500
501 // Függőleges számozás kiíratása
502
503 function onSzam_ir_f():void
504 {
505     var k : String
506     var xx_orig : uint = hossz + hs * kk + kov_veg + 1
507     var xx : uint = xx_orig
508     var y_init : uint = kk * (ho - 1) + y_k + kov_veg + 1
509     var yy : uint = y_init
510     var i : uint = 0
511     var mit : Array = lista_f.split("_")
512     var db : uint = size[0]
513     var szamoz : uint = 0
514
515     for (i = 1; i <= db; i++)
516     {
517         if (i % 5 == 1) xx -= kk + val else xx -= kk + 1
518
519         var szam_MC : MovieClip = new MovieClip()
520         szam_MC.graphics.beginFill(0xFFFFFFFF, 0)
521         szam_MC.graphics.drawRect(xx, y_k, kk + 1 , 200)
522         szam_MC.graphics.endFill()
523         szam_MC.addEventListener(MouseEvent.MOUSE_OVER,
524 text_kovet_y)
525         szam_MC.addEventListener(MouseEvent.MOUSE_OUT,
526 text_kovet_y_no)
527         szam_MC.hova = xx - 1
528         center_MC.addChild(szam_MC)
529     }
530
531     xx = xx_orig
532     i = 1
533
534     while (mit.length > 1)
535     {
536         k = mit.pop()
537
538         if (k != "")
539         {
540             var kor_alap_MC:MovieClip = new MovieClip()
541             kor_alap_MC.graphics.beginFill(color[k]);
542             kor_alap_MC.graphics.drawRect(xx, yy, kk, kk)
543             kor_alap_MC.graphics.endFill();
544             kor_alap_MC.kor = "korf_" + szamoz;

```



```

544         kor_alap_MC.name = "korfa_" + szamoz
545         kor_alap_MC.hova = xx - 1
546         kor_alap_MC.oszlop = i - 1
547         kor_alap_MC.szin = k
548         kor_alap_MC.addEventListener(MouseEvent.MOUSE_OVER,
549 text_kovet_y)
550         kor_alap_MC.addEventListener(MouseEvent.MOUSE_OUT,
551 text_kovet_y_no)
552         kor_alap_MC.addEventListener (MouseEvent.CLICK,
553 onKor)
554         kor_alap_MC.buttonMode = true;
555         kor_alap_MC.useHandCursor = true;
556         center_MC.addChild(kor_alap_MC)
557
558         var myText:TextField = new TextField()
559         myText.textColor = color[0]
560         myText.text = mit.pop()
561         myText.x = xx
562         myText.y = yy - 1
563         myText.width = kk
564         myText.name = "korf_" + szamoz
565         myText.setTextFormat(boldText)
566         myText.mouseEnabled = false
567         center_MC.addChild(myText)
568
569         if (myText.text.length > 1 )
570         {
571             myText.y = yy - 1
572             myText.x = xx - 1
573             myText.width = kk + 2
574             myText.setTextFormat(boldText_h)
575         }
576
577         yy -= kk
578         szamoz ++
579     }
580     else
581     {
582         yy = y_init
583         if (i % 5 == 1) xx -= kk + val else xx -= kk + 1
584         i += 1
585     }
586 }
587
588 kor_f_alap = szamoz
589 }

```

## Rajzolás

---

### Frame 3

```

590 import flashx.textLayout.utils.CharacterUtil;
591
592 var p_obj : Array = new Array()    // objektumok
593
594 var p_no : Array = new Array()    // ures kockák - X
595 var rajz_sor : Array = new Array() // egér húzás
596 var e_le : Boolean = false        // egér gombot lenyomták
597 var e_le_no : Boolean
598
599 var verem : Array = new Array()
600 var verem_p : uint = 0
601 var irany : String
602 var x_db : uint                // x egyfoma szín
603 var y_db : uint                // y egyfoma szín
604
605 var alap_MC : MovieClip = new MovieClip();
606 var kov_x_MC : MovieClip = new MovieClip();
607 var veg2_x_MC : MovieClip = new MovieClip();
608 var veg2_y_MC : MovieClip = new MovieClip();
609 var kov_y_MC : MovieClip = new MovieClip();
610 var xText:TextField = new TextField()
611 var yText:TextField = new TextField()
612
613 rajzol()
614 kovet_rajz()
615 ok_jel()
616
617 kov_y_MC.x = x_k + hs * kk + val
618 kov_x_MC.y = kk * ho + y_k + kov_veg + val + 1
619
620 function rajzol():void
621 {
622     var vv : uint = kk * hs
623     var vf: uint = kk * ho
624     var x_ : uint = vv + kov_veg + 1
625     var y_ : uint = vf + y_k + kov_veg + 1
626     var y1: uint = 0
627     var k : uint                // kocka aktuális helyzete
628     var i : uint
629     var j : int
630     var hossz : uint
631     var magas : uint
632     var xx : uint = x_
633     var yy : uint = y_ + val
634     var db : uint

```

```

635
636     hossz = ((size[0] / 5 + 1) * val) + ((kk * size[0]) +
637 size[0] - (size[0] / 5))
638     magas = ((size[1] / 5 + 1) * val) + ((kk * size[1]) +
639 size[1] - (size[1] / 5))
640
641     // Alap rajzolása
642
643     alap_MC.name = "alap_MC"
644     alap_MC.graphics.beginFill(0xFFFFFFFF);
645     alap_MC.graphics.drawRect(x_, y_, hossz, magas)
646     alap_MC.graphics.endFill();
647     alap_MC.addEventListener(MouseEvent.ROLL_OUT, onElhagy)
648     alap_MC.addEventListener(MouseEvent.MOUSE_OVER, onBelep)
649
650     center_MC.addChild(alap_MC);
651     alap_MC.addChild(logo)
652
653     // Kockák
654
655     for (i = 1; i <= size[1]; i++)
656     {
657         xx = x_ + val
658
659         for (j = 1; j <= size[0]; j++)
660         {
661             var ujPix : pix_MC = new pix_MC()
662             var ujPix_no : pix_no_MC = new pix_no_MC()
663
664             db = ((i - 1) * size[0]) + j
665
666             alap_MC.addChild(ujPix)
667             ujPix.width = kk
668             ujPix.height = kk
669             ujPix.x = xx
670             ujPix.y = yy
671             ujPix.name = db.toString()
672             p_obj[db] = ujPix
673             p_akt[db] = 0
674
675             var myColor:ColorTransform =
676 ujPix.transform.colorTransform
677             myColor.color = color[0]
678             //myColor.color = "0xFF0000"
679             ujPix.transform.colorTransform = myColor
680             p_obj[db].addEventListener(MouseEvent.MOUSE_OVER,
681 onOver_szinez)
682             p_obj[db].addEventListener(MouseEvent.MOUSE_DOWN,
683 onDown_szinez)
684             p_obj[db].addEventListener(MouseEvent.MOUSE_UP,
685 onUp_szinez)

```

```

686
687         alap_MC.addChild(ujPix_no)
688
689         ujPix_no.width = kk + 2
690         ujPix_no.height = kk + 2
691     ujPix_no.x = xx
692     ujPix_no.y = yy
693     ujPix_no.name = db.toString()
694     ujPix_no.visible = false
695     p_no[db] = ujPix_no
696     p_no[db].addEventListener (MouseEvent.CLICK,
697 onClick_szinez)
698     p_no[db].addEventListener (MouseEvent.MOUSE_DOWN,
699 onDown_szinez)
700     p_no[db].addEventListener (MouseEvent.MOUSE_OVER,
701 onOver_szinez)
702     p_no[db].addEventListener (MouseEvent.MOUSE_UP,
703 onUp_szinez)
704
705     hatter_MC.addEventListener (MouseEvent.ROLL_OVER,
706 onUp_szinez)
707
708         if (j % 5 == 0) xx += kk + val
709         else xx += kk + 1
710     }
711
712     if (i % 5 == 0) yy += kk + val
713     else yy += kk + 1
714 }
715
716 // Vízszintes vonalak
717
718 k = y_
719
720 for (i = 0; i <= size[1]; i++)
721 {
722     var vonal : vonal_MC = new vonal_MC()
723     vonal.name = "vonal"
724     alap_MC.addChild(vonal);
725     if (i % 5 == 0) vonal.height = val else vonal.height = 1
726
727     vonal.x = 0
728     vonal.y = k
729     vonal.width =  hossz + vv + kov_veg
730
731     if (i % 5 == 0) k += kk + val
732     else k += kk + 1
733 }
734
735 // Függőleges vonalak
736

```

```

737     k = x_
738
739     for (i = 0; i <= size[0]; i++)
740     {
741         vonal = new vonal_MC()
742         vonal.name = "vonal"
743         alap_MC.addChild(vonal);
744         if (i % 5 == 0) vonal.width = val else vonal.width = 1
745
746         vonal.x = k
747         vonal.y = y_k
748         vonal.height = magas + vf + kov_veg
749
750         if (i % 5 == 0) k += kk + val
751         else k += kk + 1
752     }
753 }
754
755 function onDown_szinez(event:MouseEvent):void
756 {
757     var i : uint = event.target.name
758
759     e_le = true
760     szinez_klikk(i.toString())
761     rajz_sor.push(i)    // AZ első elemet berakjuk
762
763     if (p_no[i].visible == true) e_le_no = true
764 }
765
766 function onUp_szinez(event:MouseEvent):void
767 {
768     e_le = false
769     while(rajz_sor.length > 0) rajz_sor.splice(rajz_sor.length -
770 1, 1)
771 }
772
773 function onOver_szinez(event:MouseEvent):void
774 {
775     var i : int = event.target.name
776     var db : int
777     var mit : int
778     var j = int
779     var irany_akt : String
780     var rajz_ok : Boolean = false
781     var szin : uint
782     var pop : Boolean = false
783
784
785     if (e_le == true && e_le_no == false)
786     {
787         db = rajz_sor.length

```

```

788 mit = rajz_sor[db - 1]
789 j = i - mit
790 szin = p_akt[rajz_sor[0]]
791
792 if (db == 1)
793 {
794     if (i - mit == 1) irany = "jobb"
795     else if (i - mit == -1) irany = "bal"
796     else if (i - mit == size[0]) irany = "le"
797     else if (i - mit == -size[0]) irany = "fel"
798     else if (i - mit == size[0] - 1)
799     {
800         irany = "le"          // "balra le"
801         i++
802     }
803     else if (i - mit == -(size[0] + 1))
804     {
805         irany = "fel"        // "balra fel"
806         i++
807     }
808     else if (i - mit == -(size[0] - 1))
809     {
810         irany = "fel"        // "jobbra fel"
811         i--
812     }
813     else if (i - mit == size[0] + 1)
814     {
815         irany = "le"          // "jobbra le"
816         i--
817     }
818
819     rajz_ok = true
820 }
821 else
822 {
823     // többedik rajzolás, az irány már eldöntve
824
825     if (i - mit == 1) irany_akt = "jobb"
826     else if (i - mit == -1) irany_akt = "bal"
827     else if (i - mit == size[0]) irany_akt = "le"
828     else if (i - mit == -size[0]) irany_akt = "fel"
829     else if (i - mit == size[0] - 1)
830     {
831         irany_akt = "balra le"
832     }
833     else if (i - mit == -(size[0] + 1))
834     {
835         irany_akt = "balra fel"        // "balra fel"
836     }
837     else if (i - mit == -(size[0] - 1))
838     {

```

```

839         irany_akt = "jobbra fel"           // "jobbra fel"
840     }
841     else if (i - mit == size[0] + 1)
842     {
843         irany_akt = "jobbar le"           // "jobbra le"
844     }
845
846     if (irany == "fel" && (irany_akt == "balra_fel" ||
847 irany_akt == "jobbra fel" || irany_akt == "fel") )
848     {
849         i = mit - size[0]
850         rajz_ok = true
851     }
852
853     if (irany == "le" && (irany_akt == "balra_le" ||
854 irany_akt == "jobbra le" || irany_akt == "le") )
855     {
856         i = mit + size[0]
857         rajz_ok = true
858     }
859
860     if (irany == "jobb" && (irany_akt == "jobbra_le" ||
861 irany_akt == "jobbra fel" || irany_akt == "jobb") )
862     {
863         i = mit + 1
864         rajz_ok = true
865     }
866
867     if (irany == "bal" && (irany_akt == "balra_le" ||
868 irany_akt == "balra fel" || irany_akt == "bal") )
869     {
870         i = mit - 1
871         rajz_ok = true
872     }
873 }
874
875 if (rajz_ok == true)
876 {
877     verem_ir("", i, p_akt[i], szin)
878     rajz_sor.push(i)
879     p_akt[i] = szin
880     szinez(i.toString(), szin)
881 }
882 }
883
884 e_le_no = false
885 kov_x_MC.y = p_obj[i].y
886 kov_y_MC.x = p_obj[i].x - 1
887 szamol(i)
888 }
889

```

```

890 function onClick_szinez(event:MouseEvent):void
891 {
892     szinez_klikk(event.target.name)
893 }
894
895 function szinez_klikk(i : String):void
896 {
897     if (!uj)
898     {
899         var szin : uint
900
901         var t:DisplayObject = alap_MC.getChildByName("hiba_" + i)
902         if (t) alap_MC.removeChild(t);
903
904         if (p_akt[i] == 0) szin = ac
905         else if (p_akt[i] == 1) szin = 0
906         else if (p_akt[i] == ac) szin = 1
907         else szin = ac
908
909         verem_ir("", i, p_akt[i], szin)
910
911         p_akt[i] = szin
912         szinez(i, szin)
913         szamol(i)
914     }
915 }
916
917 function szinez(mit: String, szin: int): void
918 {
919     if (szin == 1)
920     {
921         p_no[mit].visible = true
922     }
923     else
924     {
925         var myColor : ColorTransform =
926 p_obj[mit].transform.colorTransform
927         myColor.color = color[szin]
928         p_no[mit].visible = false
929         p_obj[mit].transform.colorTransform = myColor
930     }
931
932     if (hiba_on) onCheck_fun()
933
934     ellenoriz(mit)
935
936     if (elonezet_nez == true) elonezet_rajz()
937     kesz_van()
938 }
939

```



```

940 function kovet_rajz() : void
941 {
942     var xx : uint = hossz + kk * hs + kov_veg
943     var yy : uint = magas + kk * ho + kov_veg
944
945     kov_x_MC.graphics.lineStyle(2, 0xF0C814);
946     kov_x_MC.graphics.drawRect(0, -1, xx + 1 + 50, kk + 2)
947     kov_x_MC.visible = false
948     kov_x_MC.name = "kov_no"
949     alap_MC.addChild(kov_x_MC);
950
951     var veg_x_MC : MovieClip = new MovieClip();
952     veg_x_MC.graphics.lineStyle(2, 0xF0C814);
953     veg_x_MC.graphics.beginFill(0xF0C814)
954     veg_x_MC.graphics.drawRect(xx + 2, -1, 40, kk + 2)
955     veg_x_MC.graphics.endFill();
956     veg_x_MC.name = "kov_no"
957     veg_x_MC.addEventListener(MouseEvent.ROLL_OVER, onEger_le)
958     kov_x_MC.addChild(veg_x_MC)
959
960     veg2_x_MC.graphics.beginFill(0xFFFFFFFF)
961     veg2_x_MC.graphics.drawRect(xx + 40, 0, 10, kk)
962     veg2_x_MC.graphics.endFill();
963     veg2_x_MC.name = "kov_no"
964     veg2_x_MC.addEventListener(MouseEvent.ROLL_OVER, onEger_le)
965     kov_x_MC.addChild(veg2_x_MC)
966
967     var veg1_x_MC : MovieClip = new MovieClip();
968     veg1_x_MC.graphics.lineStyle(2, 0xF0C814);
969     veg1_x_MC.graphics.beginFill(0xF0C814)
970     veg1_x_MC.graphics.drawRect(0, -1, kov_veg, kk + 2)
971     veg1_x_MC.graphics.endFill();
972     veg1_x_MC.name = "kov_no"
973     veg1_x_MC.addEventListener(MouseEvent.ROLL_OVER, onEger_le)
974     kov_x_MC.addChild(veg1_x_MC)
975
976     // Függőleges
977
978     kov_y_MC.graphics.lineStyle(2, 0xF0C814);
979     kov_y_MC.graphics.drawRect(0, y_k + 2, kk + 2, yy - 1 + 50)
980     kov_y_MC.visible = false
981     kov_y_MC.name = "kov_no"
982
983     alap_MC.addChild(kov_y_MC);
984
985     var veg_y_MC : MovieClip = new MovieClip();
986     veg_y_MC.graphics.lineStyle(2, 0xF0C814);
987     veg_y_MC.graphics.beginFill(0xF0C814)
988     veg_y_MC.graphics.drawRect(0, yy + y_k + 2, kk + 2, 40)
989     veg_y_MC.graphics.endFill();
990     veg_y_MC.name = "kov_no"

```

```

991     veg_y_MC.addEventListener(MouseEvent.ROLL_OVER, onEger_le)
992     kov_y_MC.addChild(veg_y_MC)
993
994     veg2_y_MC.graphics.beginFill(0xFFFFFFFF)
995     veg2_y_MC.graphics.drawRect(1, yy + y_k + 40, kk, 10)
996     veg2_y_MC.graphics.endFill();
997     veg2_y_MC.name = "kov_no"
998     veg2_y_MC.addEventListener(MouseEvent.ROLL_OVER, onEger_le)
999     kov_y_MC.addChild(veg2_y_MC)
1000
1001     var veg1_y_MC : MovieClip = new MovieClip();
1002     veg1_y_MC.graphics.lineStyle(2, 0xF0C814);
1003     veg1_y_MC.graphics.beginFill(0xF0C814)
1004     veg1_y_MC.graphics.drawRect(0, y_k, kk + 2, kov_veg)
1005     veg1_y_MC.graphics.endFill();
1006     veg1_y_MC.name = "kov_no"
1007     veg1_y_MC.addEventListener(MouseEvent.ROLL_OVER, onEger_le)
1008     kov_y_MC.addChild(veg1_y_MC)
1009
1010     xText.textColor = "0x666666";
1011     xText.x = xx
1012     xText.y = -1
1013     xText.selectable = false;
1014     xText.width = 45
1015     xText.multiline = true
1016     xText.mouseEnabled = false
1017     kov_x_MC.addChild(xText)
1018
1019     yText.textColor = "0x666666";
1020     yText.x = xx + 2
1021     yText.x = 0
1022     yText.y = yy + y_k + 12
1023     yText.selectable = false;
1024     yText.width = kk + 2
1025     yText.height = 50
1026     yText.mouseEnabled = false
1027     kov_y_MC.addChild(yText)
1028 }
1029
1030 function szamol(mit : int) : void
1031 {
1032     var i : int = mit
1033     var j : uint = mit
1034     var x1 : uint = 0
1035     var x2 : uint = 0
1036     var y1 : uint = 0
1037     var y2 : uint = 0
1038     var k : int
1039
1040     do
1041     {

```

```

1042         i--
1043     } while (p_akt[mit] == p_akt[i] && i % size[0] != 0 && i >
1044 0);
1045
1046     x1 = mit - i
1047
1048     i = mit
1049
1050     do
1051     {
1052         i++
1053     } while (p_akt[mit] == p_akt[i] && i % size[0] != 1 && i <=
1054 (size[0] * size[1]));
1055
1056     x2 = i - mit
1057     x_db = x1 + x2 - 1          // x darab
1058
1059     // Függőleges
1060
1061     j = 1
1062     k = mit - size[0]
1063
1064     while (p_akt[mit] == p_akt[k] && mit > size[1] && k > 0)
1065     {
1066         j++
1067         k = mit - j * size[0]
1068     }
1069
1070     y1 = j
1071
1072     i = 0
1073     j = 0
1074     k = mit + size[0]
1075
1076     while (p_akt[mit] == p_akt[k] && mit > 0 && k < size[0] *
1077 size[1] + 1)
1078     {
1079         j++
1080         k = mit + j * size[0]
1081         i = 1
1082     }
1083
1084     if ( i == 0 ) j = 1
1085
1086     y2 = j
1087     y_db = y1 + y2 - 1
1088
1089     xText.text = x_db
1090     xText.setTextFormat(boldText)
1091
1092     yText.text = y_db

```

```

1093         yText.setTextFormat(boldText)
1094
1095
1096         var myColor : ColorTransform =
1097     veg2_x_MC.transform.colorTransform
1098         if (p_akt[mit] == 1) myColor.color = "0x666666" else
1099     myColor.color = color[p_akt[mit]]
1100         veg2_x_MC.transform.colorTransform = myColor
1101         veg2_x_MC.graphics.lineStyle(2, 0xF0D214)
1102
1103         myColor = veg2_y_MC.transform.colorTransform
1104         if (p_akt[mit] == 1) myColor.color = "0x666666" else
1105     myColor.color = color[p_akt[mit]]
1106         veg2_y_MC.transform.colorTransform = myColor
1107     }
1108
1109     function ok_jel() : void
1110     {
1111         var xx : uint = hossz + hs * kk + kov_veg
1112         var yy : uint = magas + kk * ho + kov_veg + y_k // -3, mert
1113     nem pont 0-ról ír a flash
1114         var i : uint = 0
1115         var db : uint = size[0]
1116
1117         for (i = 1; i <= db; i++)
1118         {
1119             if (i % 5 == 1) xx -= kk + val else xx -= kk + 1
1120
1121             var okf_MC:MovieClip = new MovieClip();
1122
1123             okf_MC.graphics.beginFill(0xFFFFFFFF)
1124             okf_MC.graphics.drawCircle(xx + kk / 2 + 1, y_k + 5, 3)
1125             okf_MC.graphics.endFill()
1126             okf_MC.name = "okf_" + i
1127             okf_MC.visible = false
1128             okf_MC.addEventListener(MouseEvent.MOUSE_OVER,
1129     text_kovet_x)
1130             okf_MC.addEventListener(MouseEvent.MOUSE_OUT,
1131     text_kovet_x_no)
1132             alap_MC.addChild(okf_MC);
1133
1134             var okf_s_MC:MovieClip = new MovieClip();
1135
1136             okf_s_MC.graphics.beginFill(0x666666)
1137             okf_s_MC.graphics.drawCircle(xx + kk / 2 + 1, y_k + 5, 3)
1138             okf_s_MC.graphics.endFill()
1139             okf_s_MC.name = "okf_s_" + i
1140             okf_s_MC.visible = false
1141             okf_s_MC.addEventListener(MouseEvent.MOUSE_OVER,
1142     text_kovet_x)

```

```

1143         okf_s_MC.addEventListener(MouseEvent.CLICK,
1144 text_kovet_x_no)
1145         alap_MC.addChild(okf_s_MC);
1146     }
1147
1148     db = size[1]
1149
1150     for (i = 1; i <= db; i++)
1151     {
1152         if (i % 5 == 1) yy -= kk + val else yy -= kk + 1
1153
1154         var okv_MC:MovieClip = new MovieClip();
1155
1156         okv_MC.graphics.beginFill(0xFFFFFF)
1157         okv_MC.graphics.drawCircle(5, yy + kk / 2 , 3)
1158         okv_MC.graphics.endFill()
1159         okv_MC.name = "okv_" + i
1160         okv_MC.visible = false
1161         okv_MC.addEventListener(MouseEvent.CLICK,
1162 text_kovet_x)
1163         okv_MC.addEventListener(MouseEvent.CLICK,
1164 text_kovet_x_no)
1165         alap_MC.addChild(okv_MC);
1166
1167         var okv_s_MC:MovieClip = new MovieClip();
1168
1169         okv_s_MC.graphics.beginFill(0x666666)
1170         okv_s_MC.graphics.drawCircle(5, yy + kk / 2 , 3)
1171         okv_s_MC.graphics.endFill()
1172         okv_s_MC.name = "okv_s_" + i
1173         okv_s_MC.visible = false
1174         okv_s_MC.addEventListener(MouseEvent.CLICK,
1175 text_kovet_x)
1176         okv_s_MC.addEventListener(MouseEvent.CLICK,
1177 text_kovet_x_no)
1178         alap_MC.addChild(okv_s_MC);
1179     }
1180 }
1181
1182 function ellenoriz(mit: uint) : void
1183 {
1184     var a : uint
1185     var i : uint
1186     var p : uint
1187     var sor : uint
1188     var ok : Boolean = true
1189     var veg : Boolean = true
1190     var oszlop : uint
1191
1192     // VÍZSINTES
1193

```

```

1194     a = (mit - 1) / size[0]
1195
1196     sor = size[1] - a
1197     a = a * size[0] + 1
1198
1199     for (i = a; i < a + size[0]; i++)
1200     {
1201         p = p_akt[i]
1202         if (p == 0) veg = false
1203
1204         if (p == 0) p = 1 else if (p == 1) p = 0
1205         if (p != p_ok[i]) ok = false
1206     }
1207
1208     var t:DisplayObject = alap_MC.getChildByName("okv_" + sor)
1209     var ts:DisplayObject = alap_MC.getChildByName("okv_s_" +
1210 sor);
1211
1212     var color_transform : ColorTransform =
1213 t.transform.colorTransform;
1214
1215     if (veg == true)
1216     {
1217         if (ok == true)
1218         {
1219             if (sor_hiba[sor] != 1)
1220             {
1221                 if (sSound)
1222                 {
1223                     my_channel = hang_ok.play()
1224                     my_channel.soundTransform = volumeControl
1225
1226                 }
1227
1228                 if (sCheck)
1229                 {
1230                     for (i = 0; i < kor_v_alap; i++)
1231                     {
1232
1233                         m = center_MC.getChildByName("korva_"
1234 + i);
1235
1236                         if (m.sor == sor)
1237                         {
1238                             myColor =
1239 m.transform.colorTransform
1240
1241                             myColor.color = color[0]
1242                             m.transform.colorTransform =
1243 myColor

```

```

1244                                     sz =
1245 center_MC.getChildByName("korv_" + i);
1246                                     sz.textColor = color[m.szin]
1247                                     }
1248                                 }
1249                            }
1250                        }
1251                    else
1252                    {
1253                        if (sSound)
1254                        {
1255                            my_channel = hang_klikk.play()
1256                            my_channel.soundTransform = volumeControl
1257                        }
1258                    }
1259                }
1260                sor_hiba[sor] = 1
1261
1262                color_transform.color = "0x008A49"
1263                if (!sCheck) ts.visible = true
1264
1265                t.transform.colorTransform = color_transform;
1266                t.visible = true
1267            }
1268        else
1269        {
1270            if (sSound)
1271            {
1272                if (sor_hiba[sor] != 2)
1273                {
1274                    if (sCheck)
1275                    {
1276                        my_channel = hang_no.play()
1277                    }
1278                    else
1279                    {
1280                        my_channel = hang_ok.play()
1281                    }
1282
1283                    my_channel.soundTransform = volumeControl
1284                }
1285            }
1286            else
1287            {
1288                my_channel = hang_klikk.play()
1289                my_channel.soundTransform = volumeControl
1290            }
1291        }
1292    }
1293
1294    sor_hiba[sor] = 2

```

```

1295
1296         color_transform.color = "0xED1846"
1297         if (!sCheck) ts.visible = true
1298
1299         t.transform.colorTransform = color_transform;
1300         t.visible = true
1301     }
1302 }
1303 else
1304 {
1305     sor_hiba[sor] = 0
1306     t.visible = false
1307     ts.visible = false
1308 }
1309
1310 // FÜGGŐLEGES
1311
1312 veg = true
1313 ok = true
1314
1315 oszlop = mit % size[0]
1316 if (oszlop == 0) oszlop = size[0]
1317
1318 for (i = oszlop; i <= size[0] * size[1]; i += size[0])
1319 {
1320     p = p_akt[i]
1321     if (p == 0) veg = false
1322
1323     if (p == 0) p = 1 else if (p == 1) p = 0
1324     if (p != p_ok[i]) ok = false
1325 }
1326
1327 oszlop = size[0] - oszlop + 1
1328
1329 t = alap_MC.getChildByName("okf_" + oszlop)
1330 ts = alap_MC.getChildByName("okf_s_" + oszlop)
1331
1332 color_transform = t.transform.colorTransform
1333
1334 if (veg == true)
1335 {
1336     if (ok == true)
1337     {
1338         if (oszlop_hiba[oszlop] != 1)
1339         {
1340             if (sSound)
1341             {
1342                 my_channel = hang_ok.play()
1343                 my_channel.soundTransform = volumeControl
1344             }
1345         }

```



```

1346
1347         if (sCheck)
1348         {
1349             for (i = 0; i < kor_f_alap; i++)
1350             {
1351
1352                 m = center_MC.getChildByName("korfa_"
1353 + i);
1354
1355                 if (m.oszlop == oszlop)
1356                 {
1357                     myColor =
1358 m.transform.colorTransform
1359                     myColor.color = color[0]
1360                     m.transform.colorTransform =
1361 myColor
1362
1363                     sz =
1364 center_MC.getChildByName("korf_" + i);
1365                     sz.textColor = color[m.szin]
1366                 }
1367             }
1368         }
1369     }
1370     else
1371     {
1372         if (sSound)
1373         {
1374             my_channel = hang_klikk.play()
1375             my_channel.soundTransform = volumeControl
1376
1377         }
1378     }
1379     oszlop_hiba[oszlop] = 1
1380
1381     color_transform.color = "0x008A49"
1382     if (!sCheck) if (!sCheck) ts.visible = true
1383
1384     t.transform.colorTransform = color_transform
1385     t.visible = true
1386 }
1387 else
1388 {
1389     if (sSound)
1390     {
1391         if (oszlop_hiba[oszlop] != 2)
1392         {
1393             if (sCheck)
1394             {
1395                 my_channel = hang_no.play()
1396             }

```

```

1397         else
1398         {
1399             my_channel = hang_ok.play()
1400         }
1401
1402         my_channel.soundTransform = volumeControl
1403
1404     }
1405     else
1406     {
1407         my_channel = hang_klikk.play()
1408         my_channel.soundTransform = volumeControl
1409
1410     }
1411 }
1412
1413     oszlop_hiba[oszlop] = 2
1414
1415     color_transform.color = "0xED1846"
1416     if (!sCheck) if (!sCheck) ts.visible = true
1417
1418     t.transform.colorTransform = color_transform;
1419     t.visible = true
1420 }
1421 }
1422 else
1423 {
1424     t.visible = false
1425     ts.visible = false
1426     oszlop_hiba[oszlop] = 0
1427 }
1428
1429 }
1430
1431 function kesz_van()
1432 {
1433     var ok : Boolean = true
1434     var i : uint = 1
1435
1436     do
1437     {
1438         if (oszlop_hiba[i] != 1) ok = false
1439         i++
1440     }
1441     while (ok == true && i <= size[0])
1442
1443     if (ok == true)
1444     {
1445         //megold()
1446         btn_3n.visible = true
1447

```

```
1448         i_elo_MC.visible = true
1449         var myTween:Tween = new Tween(i_elo_MC, "alpha",
1450 Strong.easeOut, 0, 1, 1, true);
1451         elonezet_rajz()
1452
1453         // adatok küldése
1454
1455         var request:URLRequest = new URLRequest ("pic_ready.php")
1456         request.method = URLRequestMethod.POST;
1457         var variables:URLVariables = new URLVariables()
1458
1459         variables.id_pix = picID
1460         variables.id_user = userID
1461
1462         request.data = variables;
1463
1464         var loader:URLLoader = new URLLoader (request)
1465         //loader.addEventListener(Event.COMPLETE, onComplete)
1466         loader.dataFormat = URLLoaderDataFormat.VARIABLES
1467         loader.load(request)
1468     }
1469 }
```

## Menü

---

### Frame 3

```

1470 import flash.geom.Transform;
1471 import fl.transitions.Tween;
1472 import fl.transitions.TweenEvent;
1473 import fl.transitions.easing.*;
1474 import flash.display.MovieClip;
1475
1476 var k : uint = 30 // gombok távolsága
1477 var pal_MC:MovieClip = new MovieClip()
1478 var pal_keret_MC:MovieClip = new MovieClip()
1479 var akt_color_MC : MovieClip = new MovieClip()
1480 var menu_MC : MovieClip = new MovieClip();
1481 var pal_hely_MC:MovieClip = new MovieClip()
1482 var i_hiba_MC : MovieClip = new MovieClip()
1483 var i_elo_MC : MovieClip = new MovieClip()
1484 var hibaText : TextField = new TextField()
1485 var eloText : TextField = new TextField()
1486 var cimText : TextField = new TextField()
1487 var pal_h : uint = 0
1488 var bubble : Array = new Array()
1489 var hiba : Array = new Array()
1490 var bub : Array = new Array()
1491 var uj : Boolean = false
1492 var xx_orig_elo : uint
1493 var hiba_on : Boolean = false
1494 var xxa : uint = stage.width
1495 var yya : uint = stage.height
1496 var xx : uint = xxa
1497 var yy : uint = yya
1498 var menu_hossz : uint
1499 var menu_sor : Array = new Array()
1500 var p_akt_copy : Array = new Array() // aktuális állapot snapshot-
1501 hoz
1502 var kor_v_copy : Array = new Array() // aktuális állapot snapshot-
1503 hoz
1504 var kor_f_copy : Array = new Array() // aktuális állapot snapshot-
1505 hoz
1506 //var hang : Boolean = true
1507 var takar_MC : MovieClip = new MovieClip()
1508 var takar_s_MC : MovieClip = new MovieClip()
1509 var scroll_MC : MovieClip = new MovieClip()
1510 var i_really_MC : MovieClip = new MovieClip()
1511 var i_really_s_MC : MovieClip = new MovieClip()
1512 var i_save_MC : MovieClip = new MovieClip()

```

```

1513 var i_beallit_MC : MovieClip = new MovieClip()
1514 var rot : Boolean = false
1515 var pal_hely : Array = new Array()
1516 var elonezet_nez : Boolean = false
1517 var p_elo : Array = new Array()
1518
1519 var btn_1 : btn_1_ = new btn_1_()
1520 var btn_1n : btn_1n_ = new btn_1n_()
1521 var btn_2 : btn_2_ = new btn_2_()
1522 var btn_2n : btn_2n_ = new btn_2n_()
1523 var btn_3 : btn_3_ = new btn_3_()
1524 var btn_3n : btn_3n_ = new btn_3n_()
1525 var btn_4 : btn_4_ = new btn_4_()
1526 var btn_4n : btn_4n_ = new btn_4n_()
1527 var btn_5 : btn_5_ = new btn_5_()
1528 var btn_5n : btn_5n_ = new btn_5n_()
1529 var btn_6 : btn_6_ = new btn_6_()
1530 var btn_6n : btn_6n_ = new btn_6n_()
1531 var btn_7 : btn_7_ = new btn_7_()
1532 var btn_7n : btn_7n_ = new btn_7n_()
1533 var btn_8 : btn_8_ = new btn_8_()
1534 var btn_8n : btn_8n_ = new btn_8n_()
1535 var btn_9 : btn_9_ = new btn_9_()
1536 var btn_9n : btn_9n_ = new btn_9n_()
1537 var btn_10 : btn_10_ = new btn_10_()
1538 var btn_11 : btn_11_ = new btn_11_()
1539 var btn_11n : btn_11n_ = new btn_11n_()
1540
1541 btn_1n.visible = false
1542 btn_2n.visible = false
1543 btn_4n.visible = false
1544 btn_7n.visible = false
1545 btn_3n.visible = false
1546 btn_9n.visible = false
1547
1548 if (userID > 0) btn_11n.visible = false
1549
1550 menu_sor[1] = 1
1551 menu_sor[2] = 7
1552 menu_sor[3] = 8
1553 menu_sor[4] = 5
1554 menu_sor[5] = 6
1555 menu_sor[6] = 9
1556 menu_sor[7] = 2
1557 menu_sor[8] = 3
1558 menu_sor[9] = 11
1559 menu_sor[10] = 4
1560 menu_sor[11] = 10
1561
1562 menu_alap_rajzol()
1563 takar()

```

```

1564 bubble_ir()
1565 i_hiba_rajzol()
1566 i_save_rajzol()
1567 i_beallit_rajzol()
1568 menu_rajzol()
1569 elonezet_rajzol()
1570 really_rajzol()
1571 really_s_rajzol()
1572
1573 if (color_akt.length > 1)
1574 {
1575     paletta_rajzol()
1576     szin_gomb_rajzol()
1577 }
1578
1579 function bubble_ir() : Array
1580 {
1581     var i : uint
1582     var db : uint
1583     var xx_ : uint
1584
1585     if (nyelv != "hu")
1586     {
1587         bub[1]    = " Check "
1588         bub[2]    = " Snapshot "
1589         bub[3]    = " Undo snapshot "
1590         bub[4]    = " Undo "
1591         bub[5]    = " Redo "
1592         bub[6]    = " Preview "
1593         bub[7]    = " Restart "
1594         bub[8]    = " Show solution "
1595         bub[9]    = " Save "
1596         bub[10]   = " Setup "
1597         bub[11]   = " Help "
1598     }
1599     else
1600     {
1601         bub[1]    = " Hiba "
1602         bub[2]    = " Állapotmentés "
1603         bub[3]    = " Visszatöltés "
1604         bub[4]    = " Mégsem "
1605         bub[5]    = " Mégis "
1606         bub[6]    = " Előnézet "
1607         bub[7]    = " Újraindít "
1608         bub[8]    = " Megoldás "
1609         bub[9]    = " Mentés "
1610         bub[10]   = " Beállítás "
1611         bub[11]   = " Segítség "
1612     }
1613     var xx : uint
1614

```

```

1615     db = bub.length
1616
1617     for (i = 1; i < db; i++)
1618     {
1619         xx = (menu_hossz) - (db - i ) * 33 - 33
1620
1621         var bubble_t:TextField = new TextField()
1622         bubble_t.text = bub[i]
1623         bubble_t.x = xx - 1
1624
1625         bubble_t.y = yo_k - 2
1626         bubble_t.height = 18
1627         bubble_t.setTextFormat(bubbleText)
1628
1629         if (color_akt.length == 1 && i == 1 && size[0] == 5)
1630         {
1631             if (nyelv != "hu")
1632             {
1633                 bubble_t.x = -28
1634             }
1635             else
1636             {
1637                 bubble_t.x = -32
1638             }
1639         }
1640
1641         var v_MC : MovieClip = new MovieClip()
1642
1643         xx_ = xx - (bubble_t.textWidth - 33) / 2 + 33 - 3
1644
1645         if (color_akt.length == 1 && i == 1 && size[0] == 5)
1646         {
1647             if (nyelv != "hu")
1648             {
1649                 xx_ = xx - (bubble_t.textWidth - 33) / 2 + 33 +
1650 4
1651                 }
1652             else
1653             {
1654                 xx_ = xx - (bubble_t.textWidth - 33) / 2 + 33 -
1655 1
1656                 }
1657             }
1658
1659         v_MC.graphics.beginFill(0xDDDDDD)
1660         v_MC.graphics.drawRect(xx_ , yo_k - 1, bubble_t.textWidth
1661 + 8, 16)
1662         v_MC.graphics.endFill()
1663         v_MC.visible = false
1664         v_MC.align = "center"
1665         bubble[menu_sor[i]] = v_MC

```

```

1666         menu_MC.addChild(v_MC)
1667
1668         v_MC.addChild(bubble_t)
1669
1670     }
1671 }
1672
1673 function i_save_rajzol() : void
1674 {
1675     var xx : uint = (stage.stageWidth - 200) / 2
1676     var yy : uint = (stage.stageHeight - 100) / 2
1677
1678     i_save_MC.graphics.lineStyle(1, 0x999999);
1679     i_save_MC.graphics.beginFill(0xEEEEEE)
1680     i_save_MC.graphics.drawRect(xx, yy, 200, 100)
1681     i_save_MC.graphics.endFill()
1682
1683     addChild(i_save_MC);
1684
1685     var saveText : TextField = new TextField()
1686     saveText.textColor = "0x666666"
1687     saveText.x = xx
1688     saveText.y = yy + 20
1689     saveText.width = 200
1690     saveText.selectable = false
1691     saveText.text = "Your puzzle is saved."
1692     i_save_MC.addChild(saveText)
1693
1694     saveText.setTextFormat(okText)
1695
1696     if (nyelv != "hu")
1697     {
1698         var btn_c_en : btn_close_en = new btn_close_en()
1699         btn_c_en.name = "btn_c"
1700         i_save_MC.addChild(btn_c_en)
1701     }
1702     else
1703     {
1704         var btn_c_hu : btn_close_hu = new btn_close_hu()
1705         btn_c_hu.name = "btn_c"
1706         i_save_MC.addChild(btn_c_hu)
1707     }
1708
1709     btn_c = i_save_MC.getChildByName("btn_c")
1710
1711     btn_c.x = xx + 110
1712     btn_c.y = yy + 70
1713     btn_c.addEventListener(MouseEvent.CLICK, onSave_close)
1714
1715     i_save_MC.visible = false
1716 }

```



```

1717
1718 function i_hiba_rajzol() : void
1719 {
1720     var xx : uint = 0
1721     var yy : uint = y_k + 16
1722
1723     i_hiba_MC.graphics.lineStyle(1, 0x999999);
1724     i_hiba_MC.graphics.beginFill(0xEEEEEE)
1725     i_hiba_MC.graphics.drawRect(xx, yy, 200, 160)
1726     i_hiba_MC.graphics.endFill()
1727     i_hiba_MC.addEventListener(MouseEvent.CLICK, onHiba)
1728     i_hiba_MC.addEventListener(MouseEvent.CLICK, onHiba_le)
1729
1730     addChild(i_hiba_MC);
1731
1732     if (nyelv != "hu")
1733     {
1734         var ifej_MC_en : fej_i_MC_en = new fej_i_MC_en()
1735         ifej_MC_en.name = "ifej_MC"
1736         i_hiba_MC.addChild(ifej_MC_en)
1737     }
1738     else
1739     {
1740         var ifej_MC_hu : fej_i_MC_hu = new fej_i_MC_hu()
1741         ifej_MC_hu.name = "ifej_MC"
1742         i_hiba_MC.addChild(ifej_MC_hu)
1743     }
1744
1745     ifej = i_hiba_MC.getChildByName("ifej_MC")
1746
1747     ifej.x = xx
1748     ifej.y = yy - 16
1749     ifej.buttonMode = true
1750     ifej.useHandCursor = true
1751
1752     hibaText.textColor = "0x666666"
1753     hibaText.x = xx
1754     hibaText.y = yy + 20
1755     hibaText.width = 200
1756     hibaText.selectable = false
1757     i_hiba_MC.addChild(hibaText)
1758
1759     if (nyelv != "hu")
1760     {
1761         var btn_del_h_en : btn_h_del_en = new btn_h_del_en()
1762         btn_del_h_en.name = "btn_del_h"
1763         i_hiba_MC.addChild(btn_del_h_en)
1764     }
1765     else
1766     {
1767         var btn_del_h_hu : btn_h_del_hu = new btn_h_del_hu()

```

```

1768         btn_del_h_hu.name = "btn_del_h"
1769         i_hiba_MC.addChild(btn_del_h_hu)
1770     }
1771
1772     btn_del_h = i_hiba_MC.getChildByName("btn_del_h")
1773
1774     btn_del_h.x = xx + 10
1775     btn_del_h.y = yy + 60
1776     btn_del_h.addEventListener(MouseEvent.CLICK,
1777 onHiba_pix_del)
1778
1779     if (nyelv != "hu")
1780     {
1781         var btn_rem_h_en : btn_h_rem_en = new btn_h_rem_en()
1782         btn_rem_h_en.name = "btn_rem_h"
1783         i_hiba_MC.addChild(btn_rem_h_en)
1784     }
1785     else
1786     {
1787         var btn_rem_h_hu : btn_h_rem_hu = new btn_h_rem_hu()
1788         btn_rem_h_hu.name = "btn_rem_h"
1789         i_hiba_MC.addChild(btn_rem_h_hu)
1790     }
1791
1792     btn_rem_h = i_hiba_MC.getChildByName("btn_rem_h")
1793
1794     btn_rem_h.x = xx + 10
1795     btn_rem_h.y = yy + 90
1796     btn_rem_h.addEventListener(MouseEvent.CLICK,
1797 onHiba_jel_del)
1798
1799     if (nyelv != "hu")
1800     {
1801         var btn_c_en : btn_close_en = new btn_close_en()
1802         btn_c_en.name = "btn_c"
1803         i_hiba_MC.addChild(btn_c_en)
1804     }
1805     else
1806     {
1807         var btn_c_hu : btn_close_hu = new btn_close_hu()
1808         btn_c_hu.name = "btn_c"
1809         i_hiba_MC.addChild(btn_c_hu)
1810     }
1811
1812     btn_c = i_hiba_MC.getChildByName("btn_c")
1813
1814     btn_c.x = xx + 110
1815     btn_c.y = yy + 130
1816     btn_c.addEventListener(MouseEvent.CLICK, onHiba_close)
1817
1818     i_hiba_MC.visible = false

```

```

1819 }
1820
1821 function menu_alap_rajzol() : void
1822 {
1823     var menu_h : uint
1824     var m_h : uint = (menu_sor.length - 1) * 33
1825
1826     /*
1827     scroll_MC.graphics.beginFill(0xFFFFFFFF, 1)
1828     scroll_MC.graphics.drawRect(0, 0, stage.stageWidth, y_k)
1829     scroll_MC.graphics.endFill()
1830
1831     addChild(scroll_MC)
1832     */
1833     if (color_akt.length > 1) pal_h = (color_akt.length) * 24 +
1834 (color_akt.length + 1) * 6
1835
1836     menu_h = hs * kk + kov_veg + hossz + 50
1837     menu_hossz = pal_h + m_h
1838
1839     if (menu_hossz < menu_h) menu_hossz = menu_h
1840
1841     menu_MC.graphics.beginFill(0x555555)
1842     menu_MC.graphics.drawRect(0, yo_k + 16, menu_hossz - m_h, 32)
1843     menu_MC.graphics.endFill()
1844     addChild(menu_MC)
1845 }
1846
1847 function menu_rajzol() : void
1848 {
1849     var m : DisplayObject
1850     var db : uint = bub.length
1851     var xx : uint
1852
1853     btn_1.name = "btn_1"
1854     menu_MC.addChild(btn_1)
1855     btn_2.name = "btn_2"
1856     menu_MC.addChild(btn_2)
1857     btn_3.name = "btn_3"
1858     menu_MC.addChild(btn_3)
1859     btn_4.name = "btn_4"
1860     menu_MC.addChild(btn_4)
1861     btn_5.name = "btn_5"
1862     menu_MC.addChild(btn_5)
1863     btn_6.name = "btn_6"
1864     menu_MC.addChild(btn_6)
1865     btn_7.name = "btn_7"
1866     menu_MC.addChild(btn_7)
1867     btn_8.name = "btn_8"
1868     menu_MC.addChild(btn_8)
1869     btn_9.name = "btn_9"

```

```

1870 menu_MC.addChild(btn_9)
1871 btn_10.name = "btn_10"
1872 menu_MC.addChild(btn_10)
1873 btn_11.name = "btn_11"
1874 menu_MC.addChild(btn_11)
1875
1876 for (i = 1; i < db; i++)
1877 {
1878     m = menu_MC.getChildByName("btn_" + menu_sor[i])
1879     xx = menu_hossz - (db - i) * 33 + 1
1880     m.x = xx
1881     m.y = 16 + yo_k
1882
1883     m.addEventListener(MouseEvent.CLICK, onBubble)
1884     m.addEventListener(MouseEvent.CLICK, onBubble_el)
1885 }
1886
1887 btn_1.addEventListener(MouseEvent.CLICK, onCheck)
1888 btn_2.addEventListener(MouseEvent.CLICK, onReally_e)
1889 btn_3.addEventListener(MouseEvent.CLICK, onReally_s)
1890 btn_4.addEventListener(MouseEvent.CLICK, onBeallit_klikk)
1891 btn_5.addEventListener(MouseEvent.CLICK, onVerem_v)
1892 btn_6.addEventListener(MouseEvent.CLICK, onVerem_e)
1893 btn_7.addEventListener(MouseEvent.CLICK, onSnapshot)
1894 btn_8.addEventListener(MouseEvent.CLICK, onSnapshot_undo)
1895 btn_9.addEventListener(MouseEvent.CLICK, onElonezet)
1896 btn_10.addEventListener(MouseEvent.CLICK, onHelp)
1897 btn_11.addEventListener(MouseEvent.CLICK, onMentes)
1898
1899 btn_3n.x = btn_3.x
1900 btn_3n.y = btn_3.y
1901 btn_3n.name = "bttn_3"
1902 menu_MC.addChild(btn_3n)
1903 m = menu_MC.getChildByName("bttn_3")
1904 m.addEventListener(MouseEvent.CLICK, onBubble)
1905 m.addEventListener(MouseEvent.CLICK, onBubble_el)
1906
1907 btn_1n.x = btn_1.x
1908 btn_1n.y = btn_1.y
1909 btn_1n.name = "bttn_1"
1910 menu_MC.addChild(btn_1n)
1911 m = menu_MC.getChildByName("bttn_1")
1912 m.addEventListener(MouseEvent.CLICK, onBubble)
1913 m.addEventListener(MouseEvent.CLICK, onBubble_el)
1914
1915 btn_5n.x = btn_5.x
1916 btn_5n.y = btn_5.y
1917 btn_5n.name = "bttn_5"
1918 menu_MC.addChild(btn_5n)
1919 m = menu_MC.getChildByName("bttn_5")
1920 m.addEventListener(MouseEvent.CLICK, onBubble)

```

```

1921     m.addEventListener(MouseEvent.CLICK, onBubble_el)
1922
1923     btn_6n.x = btn_6.x
1924     btn_6n.y = btn_6.y
1925     btn_6n.name = "bttn_6"
1926     menu_MC.addChild(btn_6n)
1927     m = menu_MC.getChildByName("bttn_6")
1928     m.addEventListener(MouseEvent.CLICK, onBubble)
1929     m.addEventListener(MouseEvent.CLICK, onBubble_el)
1930
1931     btn_7n.x = btn_7.x
1932     btn_7n.y = btn_7.y
1933     btn_7n.name = "bttn_7"
1934     menu_MC.addChild(btn_7n)
1935     m = menu_MC.getChildByName("bttn_7")
1936     m.addEventListener(MouseEvent.CLICK, onBubble)
1937     m.addEventListener(MouseEvent.CLICK, onBubble_el)
1938
1939     btn_8n.x = btn_8.x
1940     btn_8n.y = btn_8.y
1941     btn_8n.name = "bttn_8"
1942     menu_MC.addChild(btn_8n)
1943     m = menu_MC.getChildByName("bttn_8")
1944     m.addEventListener(MouseEvent.CLICK, onBubble)
1945     m.addEventListener(MouseEvent.CLICK, onBubble_el)
1946
1947     btn_9n.x = btn_9.x
1948     btn_9n.y = btn_9.y
1949     btn_9n.name = "bttn_9"
1950     menu_MC.addChild(btn_9n)
1951     m = menu_MC.getChildByName("bttn_9")
1952     m.addEventListener(MouseEvent.CLICK, onBubble)
1953     m.addEventListener(MouseEvent.CLICK, onBubble_el)
1954
1955     btn_11n.x = btn_11.x
1956     btn_11n.y = btn_11.y
1957     btn_11n.name = "bttn_11"
1958     menu_MC.addChild(btn_11n)
1959     m = menu_MC.getChildByName("bttn_11")
1960     m.addEventListener(MouseEvent.CLICK, onBubble)
1961     m.addEventListener(MouseEvent.CLICK, onBubble_el)
1962 }
1963
1964 function paletta_rajzol() : void
1965 {
1966     pal_keret_MC.graphics.beginFill(0xEEEEEE)
1967     pal_keret_MC.graphics.drawRect(1, yo_k + 17, pal_h - 2 , 30)
1968     pal_keret_MC.graphics.endFill()
1969     pal_keret_MC.addEventListener(MouseEvent.CLICK,
1970 onPaletta)

```

```

1971     pal_keret_MC.addEventListener(MouseEvent.CLICK,
1972     onPaletta_le)
1973
1974     pal_MC.graphics.beginFill(0x666666)
1975     pal_MC.graphics.drawRect(0, yo_k + 16, pal_h , 32)
1976     pal_MC.graphics.endFill()
1977     pal_MC.addEventListener(MouseEvent.CLICK, onPaletta)
1978     pal_MC.addEventListener(MouseEvent.CLICK, onPaletta_le)
1979
1980     pal_hely_MC.graphics.beginFill(0x555555)
1981     pal_hely_MC.graphics.drawRect(0, yo_k + 16, pal_MC.width, 32)
1982     pal_hely_MC.graphics.endFill()
1983
1984     menu_MC.addChild(pal_hely_MC)
1985     menu_MC.addChild(pal_MC)
1986     pal_MC.addChild(pal_keret_MC)
1987
1988     if (nyelv != "hu")
1989     {
1990         var pfej_MC_en : fej_MC_en = new fej_MC_en()
1991         pfej_MC_en.name = "pfej_MC"
1992         pal_MC.addChild(pfej_MC_en)
1993     }
1994     else
1995     {
1996         var pfej_MC_hu : fej_MC_hu = new fej_MC_hu()
1997         pfej_MC_hu.name = "pfej_MC"
1998         pal_MC.addChild(pfej_MC_hu)
1999     }
2000
2001     pfej = pal_MC.getChildByName("pfej_MC")
2002     //var pfej_MC : fej_MC = new fej_MC()
2003     pfej.x = 0
2004     pfej.y = yo_k
2005     pfej.buttonMode = true
2006     pfej.useHandCursor = true
2007     pfej.addEventListener(MouseEvent.CLICK, onPaletta_rot)
2008     //pal_MC.addChild(pfej_MC)
2009 }
2010
2011 function szin_gomb_rajzol() : void
2012 {
2013
2014     var xx = 18
2015
2016     for (i = 0; i < color_akt.length; i++)
2017     {
2018         var btn_color:MovieClip = new MovieClip();
2019         btn_color.graphics.beginFill(color[color_akt[i]])
2020         btn_color.graphics.drawCircle(xx, yo_k + 32, 12)
2021         btn_color.graphics.endFill()

```

```

2022         btn_color.name = color_akt[i]
2023         btn_color.addEventListener (MouseEvent.MOUSE_OVER,
2024 onClick_btn)
2025         btn_color.addEventListener(MouseEvent.ROLL_OUT, onElhagy)
2026         btn_color.addEventListener(MouseEvent.MOUSE_DOWN,
2027 onPaletta_gomb)
2028         btn_color.addEventListener(MouseEvent.MOUSE_UP,
2029 onPaletta_le_gomb)
2030         btn_color.buttonMode = true;
2031         pal_MC.addChild(btn_color);
2032         xx += 30
2033     }
2034
2035     akt_color_MC.graphics.beginFill(0xFFFFFFFF)
2036     akt_color_MC.graphics.drawCircle(18, yo_k + 32, 3)
2037     akt_color_MC.graphics.endFill()
2038     akt_color_MC.mouseEnabled = false
2039
2040     pal_MC.addChild(akt_color_MC);
2041 }
2042
2043 function onPaletta(event : MouseEvent) : void
2044 {
2045     pal_hely[0] = pal_MC.x
2046     pal_hely[1] = pal_MC.y
2047     pal_MC.useHandCursor = true;
2048     pal_MC.startDrag()
2049 }
2050
2051 function onPaletta_le(event : MouseEvent) : void
2052 {
2053     pal_MC.useHandCursor = false
2054     pal_MC.stopDrag()
2055
2056     if (pal_MC.hitTestObject(pal_hely_MC) && rot == false)
2057     {
2058         pal_MC.x = 0
2059         pal_MC.y = 0
2060     }
2061 }
2062
2063 function onPaletta_gomb(event : MouseEvent) : void
2064 {
2065     pal_MC.startDrag()
2066     Mouse.show()
2067     mouseEnabled = true
2068     pal_MC.useHandCursor = true;
2069     cur_1_MC.visible = false
2070 }
2071

```

```

2072 function onPaletta_le_gomb(event : MouseEvent) : void
2073 {
2074     pal_MC.stopDrag()
2075     Mouse.hide()
2076     mouseEnabled = false
2077     pal_MC.useHandCursor = false;
2078     cur_1_MC.visible = true
2079     cur_1_MC.x = mouseX
2080     cur_1_MC.y = mouseY
2081 }
2082
2083 function onPaletta_rot(event : MouseEvent) : void
2084 {
2085     if (pal_MC.x == pal_hely[0] && pal_MC.y == pal_hely[1])
2086     {
2087         var m:Matrix=pal_MC.transform.matrix;
2088         var xx: int
2089         var yy: int
2090         var hossz : uint = kov_y_MC.height + kov_y_MC.y + 50
2091
2092         xx = -9 // paletta fej fele + 1
2093         yy = pal_MC.width + 9
2094
2095         if (!rot)
2096         {
2097             m.tx += xx
2098             m.ty += yy
2099             pal_MC.transform.matrix = m
2100             pal_MC.rotation -= 90
2101
2102             if (pal_MC.x > menu_hossz - pal_MC.width) pal_MC.x =
2103 menu_hossz - pal_MC.width + 16
2104             if (pal_MC.y > hossz ) pal_MC.y = hossz + 16
2105             rot = true
2106         }
2107         else
2108         {
2109             m.tx -= xx
2110             m.ty -= yy
2111             pal_MC.transform.matrix = m
2112             pal_MC.rotation += 90
2113             rot = false
2114
2115             if (pal_MC.x > menu_hossz - pal_MC.width) pal_MC.x =
2116 menu_hossz - pal_MC.width
2117             if (pal_MC.y < 0 ) pal_MC.y = 0
2118             if (pal_MC.y > hossz ) pal_MC.y = hossz -
2119 pal_MC.height + 16
2120
2121             if (pal_MC.hitTestObject(pal_hely_MC) && rot ==
2122 false)

```



```

2123         {
2124             pal_MC.x = 0
2125             pal_MC.y = 0
2126         }
2127     }
2128
2129     if (pal_MC.x < 0 ) pal_MC.x = 0
2130 }
2131 }
2132
2133 function onHiba(event : MouseEvent) : void
2134 {
2135     var maxIndex : int = numChildren - 1
2136     setChildIndex(i_hiba_MC, maxIndex)
2137     i_hiba_MC.startDrag()
2138 }
2139
2140 function onHiba_le(event : MouseEvent) : void
2141 {
2142     i_hiba_MC.stopDrag()
2143 }
2144
2145 function onElo(event : MouseEvent) : void
2146 {
2147     var maxIndex : int = numChildren - 1
2148     setChildIndex(i_elo_MC, maxIndex)
2149     i_elo_MC.startDrag()
2150 }
2151
2152 function onElo_le(event : MouseEvent) : void
2153 {
2154     i_elo_MC.stopDrag()
2155 }
2156
2157 function onClick_btn(event : MouseEvent) : void
2158 {
2159     var mit : uint = event.target.name
2160
2161     var color_transform : ColorTransform =
2162 cur_2_MC.transform.colorTransform;
2163     color_transform.color = color[mit];
2164     cur_2_MC.transform.colorTransform = color_transform;
2165     ac = mit
2166     Mouse.hide();
2167     cur_1_MC.startDrag(true)
2168     cur_1_MC.visible = true
2169
2170     akt_color_MC.x = color_akt.indexOf(mit) * 30
2171
2172     if (sSound)
2173     {

```

```

2174         my_channel = hang_klikk.play()
2175         my_channel.soundTransform = volumeControl
2176     }
2177 }
2178
2179 function onMentes(event : MouseEvent) : void
2180 {
2181     var request:URLRequest = new URLRequest ("pic_save.php")
2182     request.method = URLRequestMethod.POST;
2183     var variables:URLVariables = new URLVariables()
2184
2185     variables.p_akt = p_akt.toString()
2186     variables.id_pix = picID
2187     variables.id_user = userID
2188
2189     request.data = variables;
2190
2191     var loader:URLLoader = new URLLoader (request)
2192     //loader.addEventListener(Event.COMPLETE, onComplete)
2193     loader.dataFormat = URLLoaderDataFormat.VARIABLES
2194     loader.load(request)
2195
2196     //function onComplete (event:Event):void
2197     //{
2198         takar_s_MC.visible = true
2199         i_save_MC.visible = true
2200         var myTween:Tween = new Tween(i_save_MC, "alpha",
2201 Strong.easeOut, 0, 1, 1, true);
2202
2203         if (sSound)
2204         {
2205             my_channel = hang_no.play()
2206             my_channel.soundTransform = volumeControl
2207         }
2208     //}
2209 }
2210
2211 function onHelp(event : MouseEvent) : void
2212 {
2213     var request:URLRequest = new URLRequest("http://www.japanese-
2214 puzzle.com/?muv=5");
2215     navigateToURL(request, "_blank");
2216 }
2217
2218 function onSave_close(event : MouseEvent) : void
2219 {
2220     takar_s_MC.visible = false
2221     tween_save()
2222 }
2223

```

```

2224 function onMegold(event:MouseEvent):void
2225 {
2226     megold()
2227 }
2228
2229 function megold()
2230 {
2231     var i : uint
2232     var j : uint
2233     var db : uint
2234     var sz : uint
2235
2236     var myColor :ColorTransform
2237     var t : DisplayObject
2238     var m : DisplayObject
2239
2240     for (i = 0; i < kor_v_alap; i++)
2241     {
2242         m = center_MC.getChildByName("korva_" + i);
2243         myColor = m.transform.colorTransform
2244         myColor.color = color[0]
2245         m.transform.colorTransform = myColor
2246
2247         t = center_MC.getChildByName("korv_" + i);
2248         t.textColor = color[m.szin]
2249     }
2250
2251     for (i = 0; i < kor_f_alap; i++)
2252     {
2253         m = center_MC.getChildByName("korfa_" + i);
2254         myColor = m.transform.colorTransform
2255         myColor.color = color[0]
2256         m.transform.colorTransform = myColor
2257
2258         t = center_MC.getChildByName("korf_" + i);
2259         t.textColor = color[m.szin]
2260     }
2261
2262     for (i = 1; i <= size[1]; i++)
2263     {
2264         for (j = 1; j <= size[0]; j++)
2265         {
2266             db = ((i - 1) * size[0]) + j
2267             myColor = p_obj[db].transform.colorTransform
2268
2269             if (p_ok[db] == 0)
2270                 sz = 1
2271             else if (p_ok[db] == 1)
2272                 sz = 0
2273             else
2274                 sz = p_ok[db]

```

```

2275
2276         myColor.color = color[sz]
2277         p_obj[db].transform.colorTransform = myColor
2278         p_no[db].visible = false
2279     }
2280 }
2281
2282 uj = true
2283
2284 tween_hiba()
2285 tween_really()
2286 tween_really_s()
2287 tween_elo()
2288
2289 kov_x_MC.visible = false
2290 kov_y_MC.visible = false
2291 takar_MC.visible = true
2292
2293 pal_MC.visible = false
2294
2295 hiba_on = false
2296 hiba_del()
2297
2298 tisztogat()
2299
2300 btn_7n.visible = true
2301 btn_8n.visible = true
2302 btn_1n.visible = true
2303 btn_3n.visible = true
2304 btn_9n.visible = true
2305 btn_11n.visible = true
2306
2307 if (sSound)
2308 {
2309     my_channel = hang_ok.play()
2310     my_channel.soundTransform = volumeControl
2311 }
2312 }
2313
2314 function onUj(event : MouseEvent):void
2315 {
2316     var myColor : ColorTransform
2317
2318     for (i = 1; i <= size[1]; i++)
2319     {
2320         for (j = 1; j <= size[0]; j++)
2321         {
2322             db = ((i - 1) * size[0]) + j
2323
2324             p_akt[db] = 0
2325             myColor = p_obj[db].transform.colorTransform

```

```

2326         myColor.color = color[1]
2327         p_obj[db].transform.colorTransform = myColor
2328         p_no[db].visible = false
2329     }
2330 }
2331
2332 uj = false
2333 pal_MC.visible = true
2334 btn_1n.visible = false
2335 btn_11n.visible = false
2336 btn_3n.visible = false
2337 btn_9n.visible = false
2338 tween_hiba()
2339 tween_elo()
2340
2341 hiba_on = false
2342 elonezet_nez = false
2343 hiba_del()
2344 takar_MC.visible = false
2345 tisztogat()
2346
2347 for (i = 0; i < kor_v_alap; i++)
2348 {
2349     t = center_MC.getChildByName("korva_" + i);
2350     myColor = t.transform.colorTransform
2351     myColor.color = color[t.szín]
2352     t.transform.colorTransform = myColor
2353
2354     t = center_MC.getChildByName("korv_" + i);
2355     //myColor = t.transform.colorTransform
2356     //myColor.color = color[0]
2357     //t.transform.colorTransform = myColor
2358     t.textColor = color[0]
2359
2360
2361 }
2362
2363 for (i = 0; i < kor_f_alap; i++)
2364 {
2365     t = center_MC.getChildByName("korfa_" + i);
2366     myColor = t.transform.colorTransform
2367     myColor.color = color[t.szín]
2368     t.transform.colorTransform = myColor
2369
2370     t = center_MC.getChildByName("korf_" + i);
2371     t.textColor = color[0]
2372
2373 }
2374
2375 tween_really()
2376 tween_really_s()

```

```

2377 }
2378
2379 function tisztogat() : uint
2380 {
2381     while(verem.length > 0) verem.splice(verem.length - 1, 1)
2382     btn_6n.visible = true
2383     btn_5n.visible = true
2384     btn_7n.visible = false
2385     btn_3n.visible = false
2386
2387
2388     verem_p = 0
2389
2390     for (i = 1; i <= size[1]; i++)
2391     {
2392         var t:DisplayObject = alap_MC.getChildByName("okv_" + i);
2393         t.visible = false
2394
2395         var ts:DisplayObject = alap_MC.getChildByName("okv_s_" +
2396 i);
2397         ts.visible = false
2398     }
2399
2400     for (i = 1; i <= size[0]; i++)
2401     {
2402         t = alap_MC.getChildByName("okf_" + i);
2403         t.visible = false
2404
2405         ts = alap_MC.getChildByName("okf_s_" + i);
2406         ts.visible = false
2407     }
2408 }
2409
2410 function onBubble(event:MouseEvent):void
2411 {
2412     var mit : Array = event.target.name.split("_")
2413     bubble[mit[1]].visible = true
2414 }
2415
2416 function onBubble_el(event:MouseEvent):void
2417 {
2418     var mit : Array = event.target.name.split("_")
2419     bubble[mit[1]].visible = false
2420 }
2421
2422 function onCheck(event:MouseEvent):void
2423 {
2424     if (i_hiba_MC.visible == false) onCheck_fun()
2425     var maxIndex : int = numChildren - 1
2426     setChildIndex(i_hiba_MC, maxIndex)
2427 }

```

```

2428
2429 function onCheck_fun():void
2430 {
2431     var db : uint = size[0] * size[1]
2432     var i : uint
2433     var xx : uint
2434     var yy : uint
2435     var hiba_db : uint
2436     var akt : uint
2437     hiba_on = true
2438     hiba_del()
2439
2440     for (i = 1; i <= db; i++)
2441     {
2442         akt = p_akt[i]
2443         if (akt == 1) akt = 0
2444
2445         if (p_ok[i] != akt && p_akt[i] != 0)
2446         {
2447             xx = p_obj[i].x
2448             yy = p_obj[i].y
2449             var hiba_MC : MovieClip = new MovieClip()
2450             hiba_db ++
2451             if(p_akt[i] == 1) hiba_MC.graphics.lineStyle(2,
2452 0xAA0000) else hiba_MC.graphics.lineStyle(2, 0xFFFFFFFF);
2453             hiba_MC.graphics.moveTo(xx + 3, yy + 3);
2454             hiba_MC.graphics.lineTo(xx + kk - 3, yy + kk - 3);
2455             hiba_MC.graphics.endFill();
2456             hiba_MC.graphics.moveTo(xx + kk - 3, yy + 3);
2457             hiba_MC.graphics.lineTo(xx + 3, yy + kk - 3);
2458             hiba_MC.graphics.endFill();
2459             hiba_MC.name = "hiba_" + i
2460             hiba.push(hiba_MC)
2461             alap_MC.addChild(hiba_MC)
2462             hiba_MC.addEventListener (MouseEvent.CLICK,
2463 onClick_hiba)
2464             hiba_MC.addEventListener (MouseEvent.MOUSE_UP,
2465 onUp_szinez)
2466         }
2467     }
2468
2469     if (nyelv != "hu")
2470     {
2471         if (hiba_db <= 1)
2472         {
2473             hibaText.text = "You have " + hiba_db + " error."
2474         }
2475         else
2476         {
2477             hibaText.text = "You have " + hiba_db + " errors."
2478         }

```

```

2479     }
2480     else
2481     {
2482         hibaText.text = "Hibás négyzetek száma: " + hiba_db
2483     }
2484
2485     if (sSound)
2486     {
2487         if (hiba_db == 0)
2488         {
2489             my_channel = hang_ok.play()
2490             my_channel.soundTransform = volumeControl
2491         }
2492         else
2493         {
2494             my_channel = hang_no.play()
2495             my_channel.soundTransform = volumeControl
2496         }
2497     }
2498
2499     hibaText.setTextFormat(infoText)
2500     i_hiba_MC.visible = true
2501     var myTween:Tween = new Tween(i_hiba_MC, "alpha",
2502 Strong.easeOut, 0, 1, 1, true);
2503 }
2504
2505 function onHiba_close(event:MouseEvent):void
2506 {
2507     tween_hiba()
2508     hiba_on = false
2509 }
2510
2511 function onClick_hiba(event:MouseEvent):void
2512 {
2513     var mit : Array = event.target.name.split("_")
2514     szinez_klikk(mit[1])
2515
2516     var t:DisplayObject =
2517 alap_MC.getChildByName(event.target.name);
2518     if (t) alap_MC.removeChild(t);
2519 }
2520
2521 function onHiba_jel_del(event:MouseEvent):void
2522
2523 // Hiba jelölések törlése
2524 {
2525     hiba_del()
2526     hiba_on = false
2527
2528     tween_hiba()
2529 }

```



```

2530
2531 function onHiba_pix_del(event:MouseEvent):void    // Hiba kockák
2532 törlése
2533 {
2534     var i : uint
2535     var j : uint = hiba.length
2536
2537     hiba_on = false
2538
2539     for (i = 0; i < j; i++)
2540     {
2541         var mit : Array = hiba[i].name.split("_")
2542         szinez(mit[1], 0)
2543         p_akt[mit[1]] = 0
2544     }
2545
2546     hibaText.text = "You have 0 error."
2547     hibaText.setTextFormat(infoText)
2548
2549     hiba_del()
2550     hiba_on = false
2551
2552     tween_hiba()
2553 }
2554
2555 function hiba_del() : void
2556 {
2557     var i : uint
2558
2559     if (hiba.length > 0)
2560     {
2561         for (i = 0; i < hiba.length; i++)
2562         {
2563             var t:DisplayObject =
2564 alap_MC.getChildByName(hiba[i].name);
2565             if (t) alap_MC.removeChild(t);
2566         }
2567         while(hiba.length > 0) hiba.splice(hiba.length - 1, 1)
2568     }
2569 }
2570
2571 function verem_ir(hol: String, mit : uint, szin_1 : uint, szin_2 :
2572 uint) : void
2573 {
2574     while(verem.length > verem_p)
2575     {
2576         verem.splice(verem.length - 1, 1)
2577         btn_6n.visible = true
2578     }
2579
2580     var ar : Array = new Array(hol, mit, szin_1, szin_2);

```

```

2581     verem.push(ar)
2582     verem_p++
2583     btn_5n.visible = false
2584 }
2585
2586 function onVerem_v(event : MouseEvent) : void
2587 {
2588     var szin : uint = verem[--verem_p][2]
2589     var mit : uint = verem[verem_p][1]
2590     var hol : String = verem[verem_p][0]
2591
2592     var szin_1 : uint
2593     var szin_2 : uint
2594     var myColor : ColorTransform
2595
2596     if (hol == "")
2597     {
2598         p_akt[mit] = szin
2599         szinez(mit, szin)
2600     }
2601     else
2602     {
2603         m = center_MC.getChildByName(hol)
2604         sz = center_MC.getChildByName(m.kor)
2605
2606         if (mit == 0)
2607         {
2608             szin_1 = 0
2609             szin_2 = m.szin
2610         }
2611         else
2612         {
2613             szin_1 = m.szin
2614             szin_2 = 0
2615         }
2616
2617         myColor = m.transform.colorTransform
2618         myColor.color = color[szin_1]
2619         m.transform.colorTransform = myColor
2620
2621         myColor = sz.transform.colorTransform
2622         myColor.color = color[szin_2]
2623         sz.transform.colorTransform = myColor
2624     }
2625
2626     if (verem_p == 0) btn_5n.visible = true else btn_5n.visible =
2627 false
2628     btn_6n.visible = false
2629
2630     if (sSound)
2631     {

```

```

2632         my_channel = hang_klikk.play()
2633         my_channel.soundTransform = volumeControl
2634     }
2635 }
2636
2637 function onVerem_e(event : MouseEvent) : void
2638 {
2639     var hol : String = verem[verem_p][0]
2640     var szin : uint = verem[verem_p][3]
2641     var mit : uint = verem[verem_p++][1]
2642
2643     var szin_1 : uint
2644     var szin_2 : uint
2645     var myColor : ColorTransform
2646
2647     if (hol == "")
2648     {
2649         p_akt[mit] = szin
2650         szinez(mit, szin)
2651     }
2652     else
2653     {
2654         m = center_MC.getChildByName(hol)
2655         sz = center_MC.getChildByName(m.kor)
2656
2657         if (mit != 0)
2658         {
2659             szin_1 = 0
2660             szin_2 = m.szin
2661         }
2662         else
2663         {
2664             szin_1 = m.szin
2665             szin_2 = 0
2666         }
2667
2668         myColor = m.transform.colorTransform
2669         myColor.color = color[szin_1]
2670         m.transform.colorTransform = myColor
2671
2672         myColor = sz.transform.colorTransform
2673         myColor.color = color[szin_2]
2674         sz.transform.colorTransform = myColor
2675     }
2676
2677     if (verem_p >= verem.length) btn_6n.visible = true else
2678     btn_6n.visible = false
2679     btn_5n.visible = false
2680
2681     if (sSound)
2682     {

```

```

2683         my_channel = hang_klikk.play()
2684         my_channel.soundTransform = volumeControl
2685     }
2686 }
2687
2688 function onSnapshot(event : MouseEvent) : void
2689 {
2690     var szin : String
2691
2692     for (i = 1; i <= size[1] * size[0]; i++) p_akt_copy[i] =
2693 p_akt[i]
2694
2695     btn_8n.visible = false
2696
2697     for (i = 0; i < kor_v_alap; i++)
2698     {
2699         t = center_MC.getChildByName("korva_" + i)
2700         szin = t.transform.colorTransform.color.toString(16)
2701
2702         if (szin == 0) szin = t.szin
2703         kor_v_copy[i] = szin
2704     }
2705
2706     for (i = 0; i < kor_f_alap; i++)
2707     {
2708         t = center_MC.getChildByName("korfa_" + i)
2709         szin = t.transform.colorTransform.color.toString(16)
2710
2711         if (szin == 0) szin = t.szin
2712         kor_f_copy[i] = szin
2713     }
2714
2715     if (sSound)
2716     {
2717         my_channel = hang_ok.play()
2718         my_channel.soundTransform = volumeControl
2719     }
2720 }
2721
2722 function onSnapshot_undo(event : MouseEvent) : void
2723 {
2724     hang = false
2725
2726     for (i = 1; i <= size[1] * size[0]; i++)
2727     {
2728         p_akt[i] = p_akt_copy[i]
2729         szinez(i, p_akt[i])
2730     }
2731
2732     while(verem.length > 0) verem.splice(verem.length - 1, 1)
2733     btn_6n.visible = true

```

```

2734 btn_5n.visible = true
2735 verem_p = 0
2736
2737 for (i = 0; i < kor_v_alap; i++)
2738 {
2739     m = center_MC.getChildByName("korva_" + i)
2740     sz = center_MC.getChildByName(m.kor)
2741
2742     if (kor_v_copy[i] == "ffffff")
2743     {
2744         szin_1 = 0
2745         szin_2 = m.szin
2746     }
2747     else
2748     {
2749         szin_1 = m.szin
2750         szin_2 = 0
2751     }
2752
2753     myColor = m.transform.colorTransform
2754     myColor.color = color[szin_1]
2755     m.transform.colorTransform = myColor
2756
2757     myColor = sz.transform.colorTransform
2758     myColor.color = color[szin_2]
2759     sz.transform.colorTransform = myColor
2760 }
2761
2762 for (i = 0; i < kor_f_alap; i++)
2763 {
2764     m = center_MC.getChildByName("korfa_" + i)
2765     sz = center_MC.getChildByName(m.kor)
2766
2767     if (kor_f_copy[i] == "ffffff")
2768     {
2769         szin_1 = 0
2770         szin_2 = m.szin
2771     }
2772     else
2773     {
2774         szin_1 = m.szin
2775         szin_2 = 0
2776     }
2777
2778     myColor = m.transform.colorTransform
2779     myColor.color = color[szin_1]
2780     m.transform.colorTransform = myColor
2781
2782     myColor = sz.transform.colorTransform
2783     myColor.color = color[szin_2]
2784     sz.transform.colorTransform = myColor

```

```

2785     }
2786
2787     if (sSound)
2788     {
2789         my_channel = hang_ok.play()
2790         my_channel.soundTransform = volumeControl
2791     }
2792
2793     ellenoriz_mind()
2794 }
2795
2796 function ellenoriz_mind() : void
2797 {
2798     var i : uint
2799
2800     for (i = 1; i <= size[0]; i++) ellenoriz(i * size[0] -
2801 size[0] + 1)
2802     hang = true
2803 }
2804
2805 function takar() : void
2806 {
2807     var p3y : uint = kk * ho + y_k
2808
2809     takar_MC.graphics.beginFill(0xFFFFFFFF, 0);
2810     takar_MC.graphics.drawRect(0 , y_k, stage.stageWidth, magas +
2811 p3y)
2812     takar_MC.graphics.endFill();
2813     takar_MC.visible = false
2814     addChild(takar_MC);
2815
2816     takar_s_MC.graphics.beginFill(0x000000, 0.2);
2817     takar_s_MC.graphics.drawRect(0 , 0, stage.stageWidth,
2818 stage.stageHeight)
2819     takar_s_MC.graphics.endFill();
2820     takar_s_MC.visible = false
2821     addChild(takar_s_MC);
2822 }
2823
2824 function elonezet_rajzol(): void
2825 {
2826     var pixel : uint
2827     var hossz : uint = 200
2828     var magas : uint
2829     var pix : Number = 180 / size[0]
2830
2831     if (size[0] == 5) pixel = 18 else pixel = 180 / size[0]
2832
2833     magas = pixel * size[1] + 86
2834
2835     var xx : uint = 0

```

```

2836     var yy : uint = y_k + 16
2837     var xx_orig
2838
2839     i_elo_MC.graphics.lineStyle(1, 0x999999);
2840     i_elo_MC.graphics.beginFill(0xEEEEEE)
2841     i_elo_MC.graphics.drawRect(xx, yy, hossz, magas + 30)
2842     i_elo_MC.graphics.endFill()
2843     i_elo_MC.addEventListener(MouseEvent.CLICK, onElo)
2844     i_elo_MC.addEventListener(MouseEvent.CLICK, onElo_le)
2845     i_elo_MC.alpha = 0
2846     i_elo_MC.visible = false
2847
2848     addChild(i_elo_MC);
2849
2850     if (nyelv != "hu")
2851     {
2852         var efej_MC_en : fej_pre_MC_en = new fej_pre_MC_en()
2853         efej_MC_en.name = "efej_MC"
2854         i_elo_MC.addChild(efej_MC_en)
2855     }
2856     else
2857     {
2858         var efej_MC_hu : fej_pre_MC_hu = new fej_pre_MC_hu()
2859         efej_MC_hu.name = "efej_MC"
2860         i_elo_MC.addChild(efej_MC_hu)
2861     }
2862
2863     efej = i_elo_MC.getChildByName("efej_MC")
2864
2865     efej.x = xx
2866     efej.y = yy - 16
2867     efej.buttonMode = true
2868     efej.useHandCursor = true
2869
2870     eloText.textColor = "0x666666"
2871     eloText.x = xx
2872     eloText.y = yy + 20
2873     eloText.width = hossz
2874     eloText.selectable = false
2875     i_elo_MC.addChild(eloText)
2876
2877     cimText.textColor = "0x666666"
2878     cimText.x = xx
2879     cimText.y = yy + 36
2880     cimText.width = hossz
2881     cimText.selectable = false
2882     i_elo_MC.addChild(cimText)
2883
2884     if (nyelv != "hu")
2885     {
2886         var btn_c_en : btn_close_en = new btn_close_en()

```

```

2887         btn_c_en.name = "btn_c"
2888         i_elo_MC.addChild(btn_c_en)
2889     }
2890     else
2891     {
2892         var btn_c_hu : btn_close_hu = new btn_close_hu()
2893         btn_c_hu.name = "btn_c"
2894         i_elo_MC.addChild(btn_c_hu)
2895     }
2896
2897     btn_c = i_elo_MC.getChildByName("btn_c")
2898
2899     btn_c.x = xx + hossz - 90
2900     btn_c.y = yy + magas
2901
2902     btn_c.addEventListener(MouseEvent.CLICK, onElo_close)
2903
2904     yy = y_k + 86
2905     xx = 10
2906     xx_orig = 10
2907
2908     if (size[0] == 5)
2909     {
2910         xx = 55
2911         pix = 18
2912         xx_orig = 55
2913     }
2914
2915     for (i = 1; i <= size[1] ; i++)
2916     {
2917         for (j = 1; j <= size[0]; j++)
2918         {
2919             db = ((i - 1) * size[0]) + j
2920
2921             var eloPix : MovieClip = new MovieClip()
2922
2923             eloPix.graphics.beginFill(0xEEEEEE)
2924             eloPix.graphics.drawRect(xx, yy, pix, pix)
2925             eloPix.graphics.endFill()
2926             i_elo_MC.addChild(eloPix)
2927             p_elo[db] = eloPix
2928             xx += pix
2929         }
2930         yy += pix
2931         xx = xx_orig
2932     }
2933 }
2934
2935 function onElonezet(event:MouseEvent) : void
2936 {
2937     if (i_elo_MC.visible == false) elonezet_rajz()

```



```

2938     elonezet_nez = true
2939     var maxIndex : int = numChildren - 1
2940     setChildIndex(i_elo_MC, maxIndex)
2941
2942     i_elo_MC.visible = true
2943     var myTween:Tween = new Tween(i_elo_MC, "alpha",
2944 Strong.easeOut, 0, 1, 1, true);
2945 }
2946
2947 function elonezet_rajz() : void
2948 {
2949     var i : uint
2950     var j : uint
2951     var db : uint
2952     var nem : uint = 0
2953     var szaz : Number
2954
2955     if (sSound)
2956     {
2957         my_channel = hang_ok.play()
2958         my_channel.soundTransform = volumeControl
2959     }
2960
2961     for (i = 1; i <= size[1]; i++)
2962     {
2963         for (j = 1; j <= size[0]; j++)
2964         {
2965             db = ((i - 1) * size[0]) + j
2966
2967             var myColor : ColorTransform =
2968 p_elo[db].transform.colorTransform
2969             myColor.color = color[p_akt[db]]
2970
2971             if (p_akt[db] == 0)
2972             {
2973                 myColor.color = "0xEEEEEE"
2974                 nem++
2975             }
2976
2977             if (p_akt[db] == 1) myColor.color = "0xEEEEEE"
2978
2979             p_elo[db].transform.colorTransform = myColor
2980         }
2981     }
2982
2983     szaz = int((db - nem) / db * 100)
2984
2985     if (szaz == 100)
2986     {
2987         if (nyelv != "hu" )
2988         {

```

```

2989         eloText.text = "CONGRATULATION!"
2990     }
2991     {
2992         eloText.text = "GRATULÁLUNK!"
2993     }
2994
2995     eloText.setTextFormat(okText)
2996
2997     cimText.text = puzzle_nev
2998     cimText.setTextFormat(infoText)
2999     uj = true
3000
3001     tween_hiba()
3002     tween_really()
3003     tween_really_s()
3004
3005     kov_x_MC.visible = false
3006     kov_y_MC.visible = false
3007     takar_MC.visible = true
3008     pal_MC.visible = false
3009
3010     hiba_on = false
3011     hiba_del()
3012
3013     tisztogat()
3014
3015     btn_7n.visible = true
3016     btn_8n.visible = true
3017     btn_1n.visible = true
3018     btn_3n.visible = true
3019     btn_9n.visible = true
3020     btn_11n.visible = true
3021 }
3022 else
3023 {
3024     if (nyelv != "hu" )
3025     {
3026         eloText.text = "You've already done " + szaz + "%."
3027         eloText.setTextFormat(infoText)
3028
3029         cimText.text = "Just keep coloring."
3030         cimText.setTextFormat(infoText)
3031     }
3032     else
3033     {
3034         eloText.text = "Már a kép " + szaz + "%-át
3035 megcsináltad."
3036         eloText.setTextFormat(infoText)
3037
3038         cimText.text = "Csak így tovább!"
3039         cimText.setTextFormat(infoText)

```

```

3040     }
3041 }
3042 }
3043
3044 function onElo_close(event:MouseEvent) : void
3045 {
3046     tween_elo()
3047     elonezet_nez = false
3048 }
3049
3050 function tween_elo()
3051 {
3052     var myTween:Tween = new Tween(i_elo_MC, "alpha",
3053 Strong.easeOut, 1, 0, 1, true);
3054     myTween.addEventListener(TweenEvent.MOTION_FINISH,
3055 onFinish_elo);
3056 }
3057 function tween_hiba()
3058 {
3059     var myTween:Tween = new Tween(i_hiba_MC, "alpha",
3060 Strong.easeOut, 1, 0, 1, true);
3061     myTween.addEventListener(TweenEvent.MOTION_FINISH,
3062 onFinish_hiba);
3063
3064     takar_MC.visible = false
3065 }
3066
3067 function onFinish_elo(e : TweenEvent) : void
3068 {
3069     i_elo_MC.visible = false
3070 }
3071
3072 function onFinish_hiba(e : TweenEvent) : void
3073 {
3074     i_hiba_MC.visible = false
3075 }
3076
3077 function onReally_e(event:MouseEvent) : void
3078 {
3079     if (i_really_MC.visible == false)
3080     {
3081         i_really_MC.visible = true
3082         var myTween:Tween = new Tween(i_really_MC, "alpha",
3083 Strong.easeOut, 0, 1, 1, true)
3084
3085         if (sSound)
3086         {
3087             my_channel = hang_no.play()
3088             my_channel.soundTransform = volumeControl
3089         }
3090     }

```

```

3091
3092     var maxIndex : int = numChildren - 1
3093     setChildIndex(i_really_MC, maxIndex)
3094 }
3095
3096 function onReally(event : MouseEvent) : void
3097 {
3098     i_really_MC.startDrag()
3099
3100     var maxIndex : int = numChildren - 1
3101     setChildIndex(i_really_MC, maxIndex)
3102 }
3103
3104 function onReallys(event : MouseEvent) : void
3105 {
3106     i_really_s_MC.startDrag()
3107
3108     var maxIndex : int = numChildren - 1
3109     setChildIndex(i_really_s_MC, maxIndex)
3110 }
3111
3112 function onReally_s(event : MouseEvent) : void
3113 {
3114     if (i_really_s_MC.visible == false)
3115     {
3116         i_really_s_MC.visible = true
3117         var myTween:Tween = new Tween(i_really_s_MC, "alpha",
3118 Strong.easeOut, 0, 1, 1, true)
3119
3120         if (sSound)
3121         {
3122             my_channel = hang_no.play()
3123             my_channel.soundTransform = volumeControl
3124         }
3125     }
3126
3127     var maxIndex : int = numChildren - 1
3128     setChildIndex(i_really_s_MC, maxIndex)
3129 }
3130
3131 function onReally_le(event : MouseEvent) : void
3132 {
3133     i_really_MC.stopDrag()
3134 }
3135
3136 function onReally_s_le(event : MouseEvent) : void
3137 {
3138     i_really_s_MC.stopDrag()
3139 }
3140

```

```

3141 function really_rajzol() : void
3142 {
3143     var xx : uint = 0
3144     var yy : uint = y_k + 16
3145
3146     i_really_MC.graphics.lineStyle(1, 0x999999);
3147     i_really_MC.graphics.beginFill(0xEEEEEE)
3148     i_really_MC.graphics.drawRect(xx, yy, 200, 100)
3149     i_really_MC.graphics.endFill()
3150     i_really_MC.addEventListener(MouseEvent.CLICK, onReally)
3151     i_really_MC.addEventListener(MouseEvent.CLICK, onReally_le)
3152     i_really_MC.visible = false
3153
3154     addChild(i_really_MC);
3155
3156     if (nyelv != "hu")
3157     {
3158         var efej_MC_en : fej_alert_MC_en = new fej_alert_MC_en()
3159         efej_MC_en.name = "efej_MC"
3160         i_really_MC.addChild(efej_MC_en)
3161     }
3162     else
3163     {
3164         var efej_MC_hu : fej_alert_MC_hu = new fej_alert_MC_hu()
3165         efej_MC_hu.name = "efej_MC"
3166         i_really_MC.addChild(efej_MC_hu)
3167     }
3168
3169     efej = i_really_MC.getChildByName("efej_MC")
3170
3171     efej.x = xx
3172     efej.y = yy - 16
3173     efej.buttonMode = true
3174     efej.useHandCursor = true
3175
3176     var myText : TextField = new TextField()
3177     myText.textColor = "0x666666"
3178     myText.x = xx + 30
3179     myText.y = yy + 20
3180     myText.width = 140
3181     myText.height = 50
3182     myText.selectable = false
3183     myText.wordWrap = true
3184
3185     if (nyelv != "hu")
3186     {
3187         myText.text = "Are you really want to restart the
3188 puzzle?"
3189     }
3190     else
3191     {

```

```

3192         myText.text = "Valóban újra kezdted a játékot?"
3193     }
3194     myText.setTextFormat(noText)
3195     i_really_MC.addChild(myText)
3196
3197     if (nyelv != "hu")
3198     {
3199         var btn_o_en : btn_igen_en = new btn_igen_en()
3200         btn_o_en.name = "btn_o"
3201         i_really_MC.addChild(btn_o_en)
3202     }
3203     else
3204     {
3205         var btn_o_hu : btn_igen_hu = new btn_igen_hu()
3206         btn_o_hu.name = "btn_o"
3207         i_really_MC.addChild(btn_o_hu)
3208     }
3209
3210     btn_o = i_really_MC.getChildByName("btn_o")
3211
3212     btn_o.x = 10
3213     btn_o.y = yy + 70
3214
3215     btn_o.addEventListener(MouseEvent.CLICK, onUj)
3216
3217     if (nyelv != "hu")
3218     {
3219         var btn_c_en : btn_cancel_en = new btn_cancel_en()
3220         btn_c_en.name = "btn_c"
3221         i_really_MC.addChild(btn_c_en)
3222     }
3223     else
3224     {
3225         var btn_c_hu : btn_cancel_hu = new btn_cancel_hu()
3226         btn_c_hu.name = "btn_c"
3227         i_really_MC.addChild(btn_c_hu)
3228     }
3229
3230     btn_c = i_really_MC.getChildByName("btn_c")
3231
3232     btn_c.x = 110
3233     btn_c.y = yy + 70
3234
3235     btn_c.addEventListener(MouseEvent.CLICK, onReally_close)
3236 }
3237
3238 function really_s_rajzol() : void
3239 {
3240     var xx : uint = 0
3241     var yy : uint = y_k + 16
3242

```

```

3243     i_really_s_MC.graphics.lineStyle(1, 0x999999);
3244     i_really_s_MC.graphics.beginFill(0xEEEEEE)
3245     i_really_s_MC.graphics.drawRect(xx, yy, 200, 100)
3246     i_really_s_MC.graphics.endFill()
3247     i_really_s_MC.addEventListener(MouseEvent.CLICK,
3248 onReallys)
3249     i_really_s_MC.addEventListener(MouseEvent.CLICK,
3250 onReallys_le)
3251     i_really_s_MC.visible = false
3252
3253     addChild(i_really_s_MC);
3254
3255     if (nyelv != "hu")
3256     {
3257         var efej_MC_en : fej_alert_MC_en = new fej_alert_MC_en()
3258         efej_MC_en.name = "efej_MC"
3259         i_really_s_MC.addChild(efej_MC_en)
3260     }
3261     else
3262     {
3263         var efej_MC_hu : fej_alert_MC_hu = new fej_alert_MC_hu()
3264         efej_MC_hu.name = "efej_MC"
3265         i_really_s_MC.addChild(efej_MC_hu)
3266     }
3267
3268     efej = i_really_s_MC.getChildByName("efej_MC")
3269
3270     efej.x = xx
3271     efej.y = yy - 16
3272     efej.buttonMode = true
3273     efej.useHandCursor = true
3274
3275     var myText : TextField = new TextField()
3276     myText.textColor = "0x666666"
3277     myText.x = xx + 20
3278     myText.y = yy + 20
3279     myText.width = 160
3280     myText.height = 50
3281     myText.selectable = false
3282     myText.wordWrap = true
3283
3284     if (nyelv != "hu")
3285     {
3286         myText.text = "Showing solution will restart the puzzle."
3287     }
3288     else
3289     {
3290         myText.text = "A megfejtés megmutatása után a játék
3291 újraindul!"
3292     }
3293     myText.setTextFormat(noText)

```

```

3294     i_really_s_MC.addChild(myText)
3295
3296
3297     if (nyelv != "hu")
3298     {
3299         var btn_o_en : btn_igen_en = new btn_igen_en()
3300         btn_o_en.name = "btn_o"
3301         i_really_s_MC.addChild(btn_o_en)
3302     }
3303     else
3304     {
3305         var btn_o_hu : btn_igen_hu = new btn_igen_hu()
3306         btn_o_hu.name = "btn_o"
3307         i_really_s_MC.addChild(btn_o_hu)
3308     }
3309
3310     btn_o = i_really_s_MC.getChildByName("btn_o")
3311
3312     btn_o.x = 10
3313     btn_o.y = yy + 70
3314
3315     btn_o.addEventListener(MouseEvent.CLICK, onMegold)
3316
3317     if (nyelv != "hu")
3318     {
3319         var btn_c_en : btn_cancel_en = new btn_cancel_en()
3320         btn_c_en.name = "btn_c"
3321         i_really_s_MC.addChild(btn_c_en)
3322     }
3323     else
3324     {
3325         var btn_c_hu : btn_cancel_hu = new btn_cancel_hu()
3326         btn_c_hu.name = "btn_c"
3327         i_really_s_MC.addChild(btn_c_hu)
3328     }
3329
3330     btn_c = i_really_s_MC.getChildByName("btn_c")
3331
3332     btn_c.x = 110
3333     btn_c.y = yy + 70
3334
3335     btn_c.addEventListener(MouseEvent.CLICK, onReally_s_close)
3336 }
3337
3338 function onReally_close(event:MouseEvent) : void
3339 {
3340     tween_really()
3341 }
3342
3343 function onReally_s_close(event:MouseEvent) : void
3344 {

```



```

3345         tween_really_s()
3346     }
3347
3348     function tween_really()
3349     {
3350         var myTween:Tween = new Tween(i_really_MC, "alpha",
3351 Strong.easeOut, 1, 0, 1, true);
3352         myTween.addEventListener(TweenEvent.MOTION_FINISH,
3353 onFinish_really);
3354     }
3355
3356     function tween_really_s()
3357     {
3358         var myTween:Tween = new Tween(i_really_s_MC, "alpha",
3359 Strong.easeOut, 1, 0, 1, true);
3360         myTween.addEventListener(TweenEvent.MOTION_FINISH,
3361 onFinish_really_s);
3362     }
3363
3364     function onFinish_really(e : TweenEvent) : void
3365     {
3366         i_really_MC.visible = false
3367     }
3368
3369     function onFinish_really_s(e : TweenEvent) : void
3370     {
3371         i_really_s_MC.visible = false
3372     }
3373
3374     function onBeallit(event : MouseEvent) : void
3375     {
3376         var maxIndex : int = numChildren - 1
3377         setChildIndex(i_beallit_MC, maxIndex)
3378         i_beallit_MC.startDrag()
3379     }
3380
3381     function onBeallit_le(event : MouseEvent) : void
3382     {
3383         i_beallit_MC.stopDrag()
3384     }
3385
3386     function onBeallit_klikk(event:MouseEvent):void
3387     {
3388         if (i_beallit_MC.visible == false) onBeallit_fun()
3389         var maxIndex : int = numChildren - 1
3390         setChildIndex(i_beallit_MC, maxIndex)
3391     }
3392
3393     function onBeallit_fun() : void
3394     {
3395         i_beallit_MC.visible = true

```

```

3396
3397     if (sSound)
3398     {
3399         my_channel = hang_ok.play()
3400         my_channel.soundTransform = volumeControl
3401     }
3402
3403     var myTween:Tween = new Tween(i_beallit_MC, "alpha",
3404 Strong.easeOut, 0, 1, 1, true);
3405 }
3406
3407 function i_beallit_rajzol() : void
3408 {
3409     var xx : uint = 20
3410     var yy : uint = y_k + 16
3411
3412     i_beallit_MC.graphics.lineStyle(1, 0x999999);
3413     i_beallit_MC.graphics.beginFill(0xEEEEEE)
3414     i_beallit_MC.graphics.drawRect(xx, yy, 200, 135)
3415     i_beallit_MC.graphics.endFill()
3416     i_beallit_MC.addEventListener(MouseEvent.MOUSE_DOWN,
3417 onBeallit)
3418     i_beallit_MC.addEventListener(MouseEvent.MOUSE_UP,
3419 onBeallit_le)
3420
3421     addChild(i_beallit_MC);
3422
3423     if (nyelv != "hu")
3424     {
3425         var bfej_MC_en : fej_beallit_MC_en = new
3426 fej_beallit_MC_en()
3427         bfej_MC_en.name = "bfej_MC"
3428         i_beallit_MC.addChild(bfej_MC_en)
3429     }
3430     else
3431     {
3432         var bfej_MC_hu : fej_beallit_MC_hu = new
3433 fej_beallit_MC_hu()
3434         bfej_MC_hu.name = "bfej_MC"
3435         i_beallit_MC.addChild(bfej_MC_hu)
3436     }
3437
3438     bfej = i_beallit_MC.getChildByName("bfej_MC")
3439
3440     bfej.x = xx
3441     bfej.y = yy - 16
3442     bfej.buttonMode = true
3443     bfej.useHandCursor = true
3444
3445     var hangCh:CheckBox = new CheckBox()
3446     hangCh.move(xx + 10, yy + 20)

```

```

3447     hangCh.width = 120
3448     hangCh.addEventListener(MouseEvent.CLICK, setupHang)
3449     hangCh.selected = true
3450
3451     var ellCh:CheckBox = new CheckBox()
3452     ellCh.move(xx + 10, yy + 50)
3453     ellCh.width = 190
3454     ellCh.addEventListener(MouseEvent.CLICK, setupEll)
3455     ellCh.selected = true
3456
3457     if (nyelv != "hu")
3458     {
3459         hangCh.label = "Sound on"
3460         hangCh.setStyle("textFormat", infoText)
3461         ellCh.label = "Auto check completed lines"
3462         ellCh.setStyle("textFormat", infoText)
3463
3464         var btn_e_en : btn_close_en = new btn_close_en()
3465         btn_e_en.name = "btn_e"
3466         i_beallit_MC.addChild(btn_e_en)
3467     }
3468     else
3469     {
3470         hangCh.label = "Hang";
3471         hangCh.setStyle("textFormat", infoText)
3472         ellCh.label = "Automatikus sorellenőrzés"
3473         ellCh.setStyle("textFormat", infoText)
3474
3475         var btn_e_hu : btn_close_hu = new btn_close_hu()
3476         btn_e_hu.name = "btn_e"
3477         i_beallit_MC.addChild(btn_e_hu)
3478
3479     }
3480
3481     i_beallit_MC.addChild(hangCh)
3482     i_beallit_MC.addChild(ellCh)
3483
3484     btn_e = i_beallit_MC.getChildByName("btn_e")
3485
3486     btn_e.x = xx + 110
3487     btn_e.y = yy + 100
3488     btn_e.addEventListener(MouseEvent.CLICK, onBeallit_close)
3489
3490     i_beallit_MC.visible = false
3491 }
3492
3493 function onBeallit_close(event : MouseEvent) : void
3494 {
3495     tween_beallit()
3496 }
3497

```

```

3498 function tween_beallit()
3499 {
3500     var myTween:Tween = new Tween(i_beallit_MC, "alpha",
3501 Strong.easeOut, 1, 0, 1, true);
3502     myTween.addEventListener(TweenEvent.MOTION_FINISH,
3503 onFinish_beallit);
3504 }
3505
3506 function onFinish_beallit(e : TweenEvent) : void
3507 {
3508     i_beallit_MC.visible = false
3509 }
3510
3511 function tween_save()
3512 {
3513     var myTween:Tween = new Tween(i_save_MC, "alpha",
3514 Strong.easeOut, 1, 0, 1, true);
3515     myTween.addEventListener(TweenEvent.MOTION_FINISH,
3516 onFinish_save);
3517 }
3518
3519 function onFinish_save(e : TweenEvent) : void
3520 {
3521     i_save_MC.visible = false
3522 }
3523
3524 function setupHang(event:MouseEvent):void
3525 {
3526     var bool : Boolean = event.target.selected;
3527     sSound = bool
3528 }
3529
3530 function setupEll(event:MouseEvent):void
3531 {
3532     var bool : Boolean = event.target.selected;
3533     sCheck = bool
3534
3535     if(sCheck)
3536     {
3537         for (i = 1; i <= size[1]; i++)
3538         {
3539             tv = alap_MC.getChildByName("okv_s_" + i)
3540             tv.visible = false
3541         }
3542
3543         for (i = 1; i <= size[0]; i++)
3544         {
3545             tf = alap_MC.getChildByName("okf_s_" + i)
3546             tf.visible = false
3547         }
3548     }

```

```
3549     else
3550     {
3551         for (i = 1; i <= size[1]; i++)
3552         {
3553             tv = alap_MC.getChildByName("okv_s_" + i)
3554             if (sor_hiba[i] > 0) tv.visible = true
3555         }
3556
3557         for (i = 1; i <= size[0]; i++)
3558         {
3559             tf = alap_MC.getChildByName("okf_s_" + i)
3560             if (oszlop_hiba[i] > 0) tf.visible = true
3561         }
3562     }
3563
3564 }
```

## Kurzor

---

### Frame 3

```

3565 var cur_1_MC:MovieClip = new MovieClip();
3566 var cur_2_MC:MovieClip = new MovieClip();
3567
3568 eger()
3569 center_igazit()
3570
3571 function eger():void
3572 {
3573     cur_1_MC.visible = false
3574     cur_1_MC.graphics.beginFill(0x000000);
3575     cur_1_MC.graphics.moveTo(0, 0);
3576     cur_1_MC.graphics.lineTo(17, 18);
3577     cur_1_MC.graphics.lineTo(7, 18);
3578     cur_1_MC.graphics.lineTo(0, 25);
3579     cur_1_MC.graphics.endFill();
3580
3581     addChild(cur_1_MC);
3582
3583     cur_2_MC.graphics.beginFill(color[color_akt[0]]);
3584     cur_2_MC.graphics.moveTo(1, 2);
3585     cur_2_MC.graphics.lineTo(15, 17);
3586     cur_2_MC.graphics.lineTo(7, 17);
3587     cur_2_MC.graphics.lineTo(1, 23);
3588     cur_2_MC.graphics.endFill();
3589     cur_1_MC.addChild(cur_2_MC);
3590 }
3591
3592 function onElhagy(event:MouseEvent):void
3593 {
3594     var i = uint
3595     Mouse.show();
3596     mouseEnabled = true;
3597     cur_1_MC.stopDrag();
3598     cur_1_MC.visible = false
3599     kov_x_MC.visible = false
3600     kov_y_MC.visible = false
3601
3602     if (event.target.name!= "alap_MC") e_le = false
3603 }
3604
3605 function onEger_le(event:MouseEvent):void
3606 {
3607     e_le = false
3608 }

```

```

3609
3610 function onBelep(event:MouseEvent):void
3611 {
3612     if (!uj)
3613     {
3614         Mouse.hide();
3615         mouseEnabled = false;
3616         cur_1_MC.startDrag(true)
3617         cur_1_MC.visible = true
3618         kov_x_MC.visible = true
3619         kov_y_MC.visible = true
3620
3621         if (event.target.name == "kov_no")
3622         {
3623             var egerX : uint = mouseX
3624             var egerY : uint = mouseY
3625             var xx : uint = x_k + hs * kk + kov_veg
3626             var yy : uint = kk * ho + y_k + kov_veg
3627             var h : uint = xx + hossz
3628             var m : uint = yy + magas
3629
3630             if(egerX < xx || egerX > h || egerY < yy || egerY >
3631 m)
3632             {
3633                 cur_1_MC.startDrag(false)
3634                 cur_1_MC.visible = false
3635                 Mouse.show();
3636                 mouseEnabled = true;
3637             }
3638         }
3639     }
3640 }
3641
3642 function text_kovet_x(event:MouseEvent) : void
3643 {
3644     kov_x_MC.visible = true
3645     kov_y_MC.visible = true
3646     kov_x_MC.y = event.currentTarget.hova
3647     e_le = false
3648 }
3649
3650 function text_kovet_y(event:MouseEvent) : void
3651 {
3652     kov_x_MC.visible = true
3653     kov_y_MC.visible = true
3654     kov_y_MC.x = event.currentTarget.hova
3655     e_le = false
3656 }
3657
3658 function text_kovet_y_no(event:MouseEvent) : void
3659 {

```

```

3660     kov_x_MC.visible = false
3661     kov_y_MC.visible = false
3662 }
3663
3664 function text_kovet_x_no(event:MouseEvent) : void
3665 {
3666     kov_x_MC.visible = false
3667     kov_y_MC.visible = false
3668 }
3669
3670 var hang_klikk : sound_klikk = new sound_klikk()
3671 var hang_ok : sound_ok = new sound_ok()
3672 var hang_no : sound_no = new sound_no()
3673 var hang_pen : sound_pen = new sound_pen()
3674
3675 var my_channel : SoundChannel = new SoundChannel()
3676 var volumeControl : SoundTransform = new SoundTransform(0.2)
3677 var volumeControl_h : SoundTransform = new SoundTransform(0.03)
3678 var no_hang : SoundTransform = new SoundTransform(0)
3679
3680 function resizeHandler(e:Event):void
3681 {
3682     center_igazit()
3683 }
3684
3685 stage.align = StageAlign.TOP_LEFT;
3686 stage.scaleMode = StageScaleMode.NO_SCALE;
3687 stage.addEventListener(Event.RESIZE, resizeHandler);
3688
3689 stage.dispatchEvent(new Event(Event.RESIZE)); // center initially
3690
3691 function center_igazit():void
3692 {
3693     var szam : uint = hs * kk + 50
3694
3695     center_MC.x = int((stage.stageWidth - hossz - szam) / 2)
3696     menu_MC.x = int((stage.stageWidth - menu_hossz) / 2)
3697     //scroll_MC.x = center_MC.x
3698
3699     i_hiba_MC.x = menu_MC.x
3700     i_elo_MC.x = menu_MC.x
3701     i_really_MC.x = menu_MC.x
3702     i_really_s_MC.x = menu_MC.x
3703
3704     var p3y : uint = kk * ho + y_k
3705
3706     takar_MC.x = int((stage.stageWidth - menu_hossz) / 2)
3707     takar_s_MC.width = stage.stageWidth
3708     takar_s_MC.height = stage.stageHeight
3709
3710     logo.y = kov_y_MC.height + kov_y_MC.y + 50

```



```

3711     logo.x = alap_MC.x
3712     alap_MC.setChildIndex(logo, 1)
3713
3714     //trace(menu_hossz)
3715     //trace(logo.y + 32)
3716 }
3717
3718 //import flash.events.MouseEvent;
3719
3720 function handleMouseWheel(event:MouseEvent):void
3721 {
3722     var hossz : uint = kov_y_MC.height + kov_y_MC.y + 100 -
3723 (stage.stageHeight)
3724
3725     if ((event.delta > 0 && center_MC.y < 0) || (event.delta < 0
3726 && center_MC.y > - hossz))
3727     {
3728         center_MC.y = center_MC.y + (event.delta * 3)
3729     }
3730 }
3731
3732 //stage.addEventListener(MouseEvent.MOUSE_WHEEL,
3733 handleMouseWheel);
3734
3735
3736 // MENTÉS esetén színezés
3737 // Csak a teljes betöltés után lehet elvégezni.
3738
3739 //pp_akt = "1,0,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,0"
3740
3741 if (pp_akt != "0")
3742 {
3743     p_akt = pp_akt.split(",")
3744     k=0
3745
3746     for (i = 1; i <= size[1]; i++)
3747     {
3748         for (j = 1; j <= size[0]; j++)
3749         {
3750             k = k + 1
3751
3752             if (p_akt[k] == 1)
3753             {
3754                 p_no[k].visible = true
3755             }
3756             else
3757             {
3758                 var myColors : ColorTransform =
3759 p_obj[k].transform.colorTransform
3760                 myColors.color = color[p_akt[k]]
3761                 p_no[k].visible = false

```

```

3762         p_obj[k].transform.colorTransform = myColors
3763     }
3764     ellenoriz_kezd(k)
3765 }
3766 }
3767 }
3768
3769 function ellenoriz_kezd(mit: uint) : void
3770 {
3771     var a : uint
3772     var i : uint
3773     var p : uint
3774     var sor : uint
3775     var ok : Boolean = true
3776     var veg : Boolean = true
3777     var oszlop : uint
3778
3779     // VÍZSINTES
3780
3781     a = (mit - 1) / size[0]
3782
3783     sor = size[1] - a
3784     a = a * size[0] + 1
3785
3786     for (i = a; i < a + size[0]; i++)
3787     {
3788         p = p_akt[i]
3789         if (p == 0) veg = false
3790
3791         if (p == 0) p = 1 else if (p == 1) p = 0
3792         if (p != p_ok[i]) ok = false
3793     }
3794
3795     var t:DisplayObject = alap_MC.getChildByName("okv_" + sor);
3796     var color_transform : ColorTransform =
3797 t.transform.colorTransform;
3798
3799     if (veg == true)
3800     {
3801         if (ok == true)
3802         {
3803             if (sor_hiba[sor] != 1)
3804             {
3805                 for (i = 0; i < kor_v_alap; i++)
3806                 {
3807
3808                     m = center_MC.getChildByName("korva_" +
3809 i);
3810
3811                     if (m.sor == sor)
3812                     {

```

```

3813         myColor = m.transform.colorTransform
3814         myColor.color = color[0]
3815         m.transform.colorTransform = myColor
3816
3817         sz = center_MC.getChildByName("korv_"
3818 + i);
3819         sz.textColor = color[m.szín]
3820     }
3821 }
3822 }
3823
3824     sor_hiba[sor] = 1
3825     color_transform.color = "0x008A49";
3826     t.transform.colorTransform = color_transform;
3827     t.visible = true
3828 }
3829 else
3830 {
3831     sor_hiba[sor] = 2
3832     color_transform.color = "0xED1846";
3833     t.transform.colorTransform = color_transform;
3834     t.visible = true
3835 }
3836 }
3837 else
3838 {
3839     sor_hiba[sor] = 0
3840     t.visible = false
3841 }
3842
3843 // FÜGGŐLEGES
3844
3845 veg = true
3846 ok = true
3847
3848 oszlop = mit % size[0]
3849 if (oszlop == 0) oszlop = size[0]
3850
3851 for (i = oszlop; i <= size[0] * size[1]; i += size[0])
3852 {
3853     p = p_akt[i]
3854     if (p == 0) veg = false
3855
3856     if (p == 0) p = 1 else if (p == 1) p = 0
3857     if (p != p_ok[i]) ok = false
3858 }
3859
3860 oszlop = size[0] - oszlop + 1
3861
3862 t = alap_MC.getChildByName("okf_" + oszlop)
3863 color_transform = t.transform.colorTransform

```

```

3864
3865     if (veg == true)
3866     {
3867         if (ok == true)
3868         {
3869             if (oszlop_hiba[oszlop] != 1)
3870             {
3871
3872                 for (i = 0; i < kor_f_alap; i++)
3873                 {
3874
3875                     m = center_MC.getChildByName("korfa_" +
3876 i);
3877
3878                     if (m.oszlop == oszlop)
3879                     {
3880                         myColor = m.transform.colorTransform
3881                         myColor.color = color[0]
3882                         m.transform.colorTransform = myColor
3883
3884                         sz = center_MC.getChildByName("korf_"
3885 + i);
3886                         sz.textColor = color[m.szín]
3887                     }
3888                 }
3889             }
3890
3891             oszlop_hiba[oszlop] = 1
3892
3893             color_transform.color = "0x008A49";
3894             t.transform.colorTransform = color_transform
3895             t.visible = true}
3896
3897         else
3898         {
3899             oszlop_hiba[oszlop] = 2
3900             color_transform.color = "0xED1846";
3901             t.transform.colorTransform = color_transform;
3902             t.visible = true
3903         }
3904     }
3905     else
3906     {
3907         t.visible = false
3908         oszlop_hiba[oszlop] = 0
3909     }
3910
3911 }

```