unit Unit1;

interface

uses

System.SysUtils, System.Types, System.UITypes, System.Classes, System.Variants,

FMX.Types, FMX.Controls, FMX.Forms, FMX.Graphics, FMX.Dialogs, FMX.Objects,

FMX.Controls.Presentation, FMX.StdCtrls, FMX.Edit, shellAPI, System.Rtti,

FMX.Grid.Style, FMX.ScrollBox, FMX.Grid;

type

intArray = array [0..10] of integer;

multiArray = array [0..29] of array of integer;

TForm1 = class(TForm)

img\_logo: TImage;

btn\_where: TButton;

btn\_help: TButton;

lbl\_fire: TLabel;

btn\_backf: TButton;

edt\_test: TEdit;

lbl\_help: TLabel;

btn\_backh: TButton;

btn\_game: TButton;

btn\_donate: TButton;

btn\_share: TButton;

img\_firemap: TImage;

save: TSaveDialog;

img\_share: TImage;

btn\_backd: TButton;

lbl\_donate: TLabel;

lbl\_learn: TLabel;

lbl\_link1: TLabel;

lbl\_link2: TLabel;

lbl\_link3: TLabel;

lbl\_link4: TLabel;

lbl\_link5: TLabel;

lbl\_welcome: TLabel;

img\_info: TImage;

btn\_info: TButton;

btn\_backi: TButton;

red0: TCircle;

red1: TCircle;

red2: TCircle;

red3: TCircle;

red4: TCircle;

red5: TCircle;

Red6: TCircle;

red7: TCircle;

red8: TCircle;

red9: TCircle;

red10: TCircle;

red11: TCircle;

red12: TCircle;

red13: TCircle;

red14: TCircle;

red15: TCircle;

red16: TCircle;

red17: TCircle;

red18: TCircle;

red19: TCircle;

red20: TCircle;

red21: TCircle;

red22: TCircle;

red23: TCircle;

red24: TCircle;

red25: TCircle;

red26: TCircle;

red27: TCircle;

red28: TCircle;

red29: TCircle;

orange0: TCircle;

orange1: TCircle;

orange2: TCircle;

orange3: TCircle;

orange5: TCircle;

orange6: TCircle;

orange7: TCircle;

orange4: TCircle;

orange8: TCircle;

orange11: TCircle;

orange13: TCircle;

orange9: TCircle;

orange15: TCircle;

orange14: TCircle;

orange10: TCircle;

orange12: TCircle;

orange19: TCircle;

orange20: TCircle;

orange16: TCircle;

orange17: TCircle;

orange18: TCircle;

orange24: TCircle;

orange23: TCircle;

orange22: TCircle;

orange21: TCircle;

orange25: TCircle;

orange26: TCircle;

orange28: TCircle;

orange29: TCircle;

orange27: TCircle;

lbl\_location: TLabel;

btn\_go: TButton;

edt\_display: TEdit;

yellow: TCircle;

orange: TCircle;

red: TCircle;

lbl\_scale: TLabel;

y0: TCircle;

y1: TCircle;

y2: TCircle;

y3: TCircle;

y4: TCircle;

y5: TCircle;

y6: TCircle;

y8: TCircle;

y7: TCircle;

y11: TCircle;

y13: TCircle;

y15: TCircle;

y9: TCircle;

y20: TCircle;

y19: TCircle;

y12: TCircle;

y10: TCircle;

y14: TCircle;

y17: TCircle;

y18: TCircle;

y24: TCircle;

y23: TCircle;

y25: TCircle;

y22: TCircle;

y21: TCircle;

y26: TCircle;

y28: TCircle;

y29: TCircle;

y27: TCircle;

y16: TCircle;

lbl\_mission: TLabel;

lbl\_para: TLabel;

img\_infologo: TImage;

img\_koala: TImage;

img\_fire: TImage;

lbl\_1: TLabel;

btn\_read: TButton;

procedure btn\_whereClick(Sender: TObject);

procedure btn\_backfClick(Sender: TObject);

procedure btn\_helpClick(Sender: TObject);

procedure btn\_backhClick(Sender: TObject);

procedure btn\_gameClick(Sender: TObject);

procedure btn\_shareClick(Sender: TObject);

procedure btn\_donateClick(Sender: TObject);

procedure lbl\_link1Click(Sender: TObject);

procedure btn\_infoClick(Sender: TObject);

procedure btn\_goClick(Sender: TObject);

procedure btn\_readClick(Sender: TObject);

private

{ Private declarations }

public

{ Public declarations }

end;

var

Form1: TForm1;

implementation

{$R \*.fmx}

uses Unit2, Unit3;

{$R \*.iPhone55in.fmx IOS}

type

TRecord = record

foliageDensity: real; //scale of 0 to 10

temp : real; // 0 to 35 degrees

soilMoisture : real; // scale of 0 to 10

Wind : real; // scale of 0 to 10

history : boolean; //has there been a wildfire in the last five years

precipitation : real; // chance of rain percentage

steepness : real; // scale of 0 to 10

hasFire : boolean; // is the fire in this region?

riskLevel : real; //overall risk level

end;

var

FireData: array [0..29] of TRecord;

adjacency : multiarray;

procedure sampleData; // generates sample geographical data between certain ranges

var

i: Integer;

boolRandom : boolean;

begin

if random(1) = 0 then

boolRandom := true

else

boolRandom := false;

for i := 0 to 29 do

begin

fireData[i].foliageDensity := random(10);

fireData[i].temp := random(35);

fireData[i].soilMoisture := random(10);

fireData[i].Wind := random(10);

fireData[i].history := boolRandom;

fireData[i].precipitation := random(10);

fireData[i].steepness := random(10);

fireData[i].riskLevel := 0; //initialise risk level

end;

end;

procedure assignNeighbours;

begin

adjacency[0] := [1,5,30,30,30,30,30,30,30,30,30];

adjacency[1] := [0,2,6,30,30,30,30,30,30,30,30];

adjacency[2] := [3,6,1,30,30,30,30,30,30,30,30];

adjacency[3] := [4,2,7,30,30,30,30,30,30,30,30];

adjacency[4] := [8,7,3,30,30,30,30,30,30,30,30,30];

adjacency[5] := [0,30,30,30,30,30,30,30,30,30,30,30];

adjacency[6] := [1,2,7,30,30,30,30,30,30,30,30,30];

adjacency[7] := [6,2,3,4,8,10,11,30,30,30,30,30];

adjacency[8] := [4,7,11,13,30,30,30,30,30,30,30,30];

adjacency[9] := [10,14,30,30,30,30,30,30,30,30,30,30];

adjacency[10] := [9,7,11,12,18,14,30,30,30,30,30,30];

adjacency[11] := [7,8,13,10,12,30,30,30,30,30,30,30];

adjacency[12] := [10,11,13,18,19,30,30,30,30,30,30];

adjacency[13] := [8,11,12,19,20,30,30,30,30,30,30,30];

adjacency[14] := [9,10,17,30,30,30,30,30,30,30,30,30];

adjacency[15] := [17,16,30,30,30,30,30,30,30,30,30,30];

adjacency[16] := [15,17,21,22,30,30,30,30,30,30,30,30];

adjacency[17] := [14,15,16,22,23,18,30,30,30,30,30,30];

adjacency[18] := [10,12,17,19,23,30,30,30,30,30,30,30];

adjacency[19] := [12,13,18,20,24,30,30,30,30,30,30,30];

adjacency[20] := [13,19,24,25,26,27,30,30,30,30,30,30];

adjacency[21] := [22,16,26,28,30,30,30,30,30,30,30,30];

adjacency[22] := [17,16,21,26,23,30,30,30,30,30,30,30];

adjacency[23] := [22,17,18,24,25,26,30,30,30,30,30,30];

adjacency[24] := [23,19,25,30,30,30,30,30,30,30,30,30];

adjacency[25] := [23,24,20,26,30,30,30,30,30,30,30,30];

adjacency[26] := [21,22,23,25,20,27,28,29,30,30,30,30];

adjacency[27] := [20,26,29,30,30,30,30,30,30,30,30,30];

adjacency[28] := [21,26,29,30,30,30,30,30,30,30,30,30];

adjacency[29] := [28,26,27,30,30,30,30,30,30,30,30,30];

end;

function calculateRisklevel(region : TRecord) : real;

begin

region.riskLevel := 0;

if region.foliageDensity > 8 then

region.riskLevel := region.riskLevel + 1

else if region.foliageDensity > 6 then

region.riskLevel := region.riskLevel + 0.8

else if region.foliageDensity > 4 then

region.riskLevel := region.riskLevel + 0.6

else if region.foliageDensity > 2 then

region.riskLevel := region.riskLevel + 0.4;

if region.temp > 30 then

region.riskLevel := region.riskLevel + 2

else if region.temp > 25 then

region.riskLevel := region.riskLevel + 1

else if region.temp > 20 then

region.riskLevel := region.riskLevel + 0.5

else if region.temp > 15 then

region.riskLevel := region.riskLevel + 0.1;

if region.soilMoisture < 1 then

region.riskLevel := region.riskLevel + 1.5

else if region.soilMoisture < 3 then

region.riskLevel := region.riskLevel + 1

else if region.soilMoisture < 5 then

region.riskLevel := region.riskLevel + 0.5

else if region.soilMoisture < 7 then

region.riskLevel := region.riskLevel + 0.1;

if region.Wind > 8 then

region.riskLevel := region.riskLevel + 2

else if region.Wind > 6 then

region.riskLevel := region.riskLevel + 1.5

else if region.Wind > 4 then

region.riskLevel := region.riskLevel + 1

else if region.Wind > 2 then

region.riskLevel := region.riskLevel + 0.5;

if region.history = true then

region.riskLevel := region.riskLevel - 2

else

region.riskLevel := region.riskLevel + 1;

if region.precipitation < 1 then

region.riskLevel := region.riskLevel + 3

else if region.precipitation < 3 then

region.riskLevel := region.riskLevel + 2

else if region.precipitation < 5 then

region.riskLevel := region.riskLevel + 1

else if region.precipitation < 7 then

region.riskLevel := region.riskLevel + 0.5;

if region.steepness < 1 then

region.riskLevel := region.riskLevel + 1.5

else if region.steepness < 3 then

region.riskLevel := region.riskLevel + 1

else if region.steepness < 5 then

region.riskLevel := region.riskLevel + 0.5

else if region.steepness < 7 then

region.riskLevel := region.riskLevel + 0.1;

calculateRisklevel := region.riskLevel;

end;

Procedure showOrange;

begin

if fireData[0].riskLevel >= 1 then

form1.y0.Visible := true;

if fireData[1].riskLevel >= 1 then

form1.y1.Visible := true;

if fireData[2].riskLevel >= 1 then

form1.y3.Visible := true;

if fireData[3].riskLevel >= 1 then

form1.y3.Visible := true;

if fireData[4].riskLevel >= 1 then

form1.y4.Visible := true;

if fireData[5].riskLevel >= 1 then

form1.y5.Visible := true;

if fireData[6].riskLevel >= 1 then

form1.y6.Visible := true;

if fireData[7].riskLevel >= 1 then

form1.y7.Visible := true;

if fireData[8].riskLevel >= 1 then

form1.y8.Visible := true;

if fireData[9].riskLevel >= 1 then

form1.y9.Visible := true;

if fireData[10].riskLevel >= 1 then

form1.y10.Visible := true;

if fireData[11].riskLevel >= 1 then

form1.y11.Visible := true;

if fireData[12].riskLevel >= 1 then

form1.y12.Visible := true;

if fireData[13].riskLevel >= 1 then

form1.y13.Visible := true;

if fireData[14].riskLevel >= 1 then

form1.y14.Visible := true;

if fireData[15].riskLevel >= 1 then

form1.y15.Visible := true;

if fireData[16].riskLevel >= 1 then

form1.y16.Visible := true;

if fireData[17].riskLevel >= 1 then

form1.y17.Visible := true;

if fireData[18].riskLevel >= 1 then

form1.y18.Visible := true;

if fireData[19].riskLevel >= 1 then

form1.y19.Visible := true;

if fireData[20].riskLevel >= 1 then

form1.y20.Visible := true;

if fireData[21].riskLevel >= 1 then

form1.y21.Visible := true;

if fireData[22].riskLevel >= 1 then

form1.y22.Visible := true;

if fireData[23].riskLevel >= 1 then

form1.y23.Visible := true;

if fireData[24].riskLevel >= 1 then

form1.y24.Visible := true;

if fireData[25].riskLevel >= 1 then

form1.y25.Visible := true;

if fireData[26].riskLevel >= 1 then

form1.y26.Visible := true;

if fireData[27].riskLevel >= 1 then

form1.y27.Visible := true;

if fireData[28].riskLevel >= 1 then

form1.y28.Visible := true;

if fireData[29].riskLevel >= 1 then

form1.y29.Visible := true;

if fireData[0].riskLevel >= 3 then

form1.orange0.Visible := true;

if fireData[1].riskLevel >= 3 then

form1.orange1.Visible := true;

if fireData[2].riskLevel >= 3 then

form1.orange3.Visible := true;

if fireData[3].riskLevel >= 3 then

form1.orange3.Visible := true;

if fireData[4].riskLevel >= 3 then

form1.orange4.Visible := true;

if fireData[5].riskLevel >= 3 then

form1.orange5.Visible := true;

if fireData[6].riskLevel >= 3 then

form1.orange6.Visible := true;

if fireData[7].riskLevel >= 3 then

form1.orange7.Visible := true;

if fireData[8].riskLevel >= 3 then

form1.orange8.Visible := true;

if fireData[9].riskLevel >= 3 then

form1.orange9.Visible := true;

if fireData[10].riskLevel >= 3 then

form1.orange10.Visible := true;

if fireData[11].riskLevel >= 3 then

form1.orange11.Visible := true;

if fireData[12].riskLevel >= 3 then

form1.orange12.Visible := true;

if fireData[13].riskLevel >= 3 then

form1.orange13.Visible := true;

if fireData[14].riskLevel >= 3 then

form1.orange14.Visible := true;

if fireData[15].riskLevel >= 3 then

form1.orange15.Visible := true;

if fireData[16].riskLevel >= 3 then

form1.orange16.Visible := true;

if fireData[17].riskLevel >= 3 then

form1.orange17.Visible := true;

if fireData[18].riskLevel >= 3 then

form1.orange18.Visible := true;

if fireData[19].riskLevel >= 3 then

form1.orange19.Visible := true;

if fireData[20].riskLevel >= 3 then

form1.orange20.Visible := true;

if fireData[21].riskLevel >= 3 then

form1.orange21.Visible := true;

if fireData[22].riskLevel >= 3 then

form1.orange22.Visible := true;

if fireData[23].riskLevel >= 3 then

form1.orange23.Visible := true;

if fireData[24].riskLevel >= 3 then

form1.orange24.Visible := true;

if fireData[25].riskLevel >= 3 then

form1.orange25.Visible := true;

if fireData[26].riskLevel >= 3 then

form1.orange26.Visible := true;

if fireData[27].riskLevel >= 3 then

form1.orange27.Visible := true;

if fireData[28].riskLevel >= 3 then

form1.orange28.Visible := true;

if fireData[29].riskLevel >= 3 then

form1.orange29.Visible := true;

if fireData[0].riskLevel >= 6 then

form1.red0.Visible := true;

if fireData[1].riskLevel >= 6 then

form1.red1.Visible := true;

if fireData[2].riskLevel >= 6 then

form1.red3.Visible := true;

if fireData[3].riskLevel >= 6 then

form1.red3.Visible := true;

if fireData[4].riskLevel >= 6 then

form1.red4.Visible := true;

if fireData[5].riskLevel >= 6 then

form1.red5.Visible := true;

if fireData[6].riskLevel >= 6 then

form1.red6.Visible := true;

if fireData[7].riskLevel >= 6 then

form1.red7.Visible := true;

if fireData[8].riskLevel >= 6 then

form1.red8.Visible := true;

if fireData[9].riskLevel >= 6 then

form1.red9.Visible := true;

if fireData[10].riskLevel >= 6 then

form1.red10.Visible := true;

if fireData[11].riskLevel >= 6 then

form1.red11.Visible := true;

if fireData[12].riskLevel >= 6 then

form1.red12.Visible := true;

if fireData[13].riskLevel >= 6 then

form1.red13.Visible := true;

if fireData[14].riskLevel >= 6 then

form1.red14.Visible := true;

if fireData[15].riskLevel >= 6 then

form1.red15.Visible := true;

if fireData[16].riskLevel >= 6 then

form1.red16.Visible := true;

if fireData[17].riskLevel >= 6 then

form1.red17.Visible := true;

if fireData[18].riskLevel >= 6 then

form1.red18.Visible := true;

if fireData[19].riskLevel >= 6 then

form1.red19.Visible := true;

if fireData[20].riskLevel >= 6 then

form1.red20.Visible := true;

if fireData[21].riskLevel >= 6 then

form1.red21.Visible := true;

if fireData[22].riskLevel >= 6 then

form1.red22.Visible := true;

if fireData[23].riskLevel >= 6 then

form1.red23.Visible := true;

if fireData[24].riskLevel >= 6 then

form1.red24.Visible := true;

if fireData[25].riskLevel >= 6 then

form1.red25.Visible := true;

if fireData[26].riskLevel >= 6 then

form1.red26.Visible := true;

if fireData[27].riskLevel >= 6 then

form1.red27.Visible := true;

if fireData[28].riskLevel >= 6 then

form1.red28.Visible := true;

if fireData[29].riskLevel >= 6 then

form1.red29.Visible := true;

end;

procedure clearAllDots; //make all dots invisible (find shorter method later)

begin

form1.red0.Visible := false;

form1.red1.Visible := false;

form1.red2.Visible := false;

form1.red3.Visible := false;

form1.red4.Visible := false;

form1.red5.Visible := false;

form1.red6.Visible := false;

form1.red7.Visible := false;

form1.red8.Visible := false;

form1.red9.Visible := false;

form1.red10.Visible := false;

form1.red11.Visible := false;

form1.red12.Visible := false;

form1.red13.Visible := false;

form1.red14.Visible := false;

form1.red15.Visible := false;

form1.red16.Visible := false;

form1.red17.Visible := false;

form1.red18.Visible := false;

form1.red19.Visible := false;

form1.red20.Visible := false;

form1.red21.Visible := false;

form1.red22.Visible := false;

form1.red23.Visible := false;

form1.red24.Visible := false;

form1.red25.Visible := false;

form1.red26.Visible := false;

form1.red27.Visible := false;

form1.red28.Visible := false;

form1.red29.Visible := false;

form1.y0.Visible := false;

form1.y1.Visible := false;

form1.y2.Visible := false;

form1.y3.Visible := false;

form1.y4.Visible := false;

form1.y5.Visible := false;

form1.y6.Visible := false;

form1.y7.Visible := false;

form1.y8.Visible := false;

form1.y9.Visible := false;

form1.y10.Visible := false;

form1.y11.Visible := false;

form1.y12.Visible := false;

form1.y13.Visible := false;

form1.y14.Visible := false;

form1.y15.Visible := false;

form1.y16.Visible := false;

form1.y17.Visible := false;

form1.y18.Visible := false;

form1.y19.Visible := false;

form1.y20.Visible := false;

form1.y21.Visible := false;

form1.y22.Visible := false;

form1.y23.Visible := false;

form1.y24.Visible := false;

form1.y25.Visible := false;

form1.y26.Visible := false;

form1.y27.Visible := false;

form1.y28.Visible := false;

form1.y29.Visible := false;

form1.orange0.Visible := false;

form1.orange1.Visible := false;

form1.orange2.Visible := false;

form1.orange3.Visible := false;

form1.orange4.Visible := false;

form1.orange5.Visible := false;

form1.orange6.Visible := false;

form1.orange7.Visible := false;

form1.orange8.Visible := false;

form1.orange9.Visible := false;

form1.orange10.Visible := false;

form1.orange11.Visible := false;

form1.orange12.Visible := false;

form1.orange13.Visible := false;

form1.orange14.Visible := false;

form1.orange15.Visible := false;

form1.orange16.Visible := false;

form1.orange17.Visible := false;

form1.orange18.Visible := false;

form1.orange19.Visible := false;

form1.orange20.Visible := false;

form1.orange21.Visible := false;

form1.orange22.Visible := false;

form1.orange23.Visible := false;

form1.orange24.Visible := false;

form1.orange25.Visible := false;

form1.orange26.Visible := false;

form1.orange27.Visible := false;

form1.orange28.Visible := false;

form1.orange29.Visible := false;

end;

procedure finalDisplay;

var

t: Integer;

j: Integer;

begin

assignNeighbours;

for t := 0 to 29 do

begin

for j := 0 to 10 do

begin

if adjacency[t,j] = strtoint(form1.edt\_test.text) then

//the number entered into the edit box corrosponds to a region in california

//e.g. 7 is sacramento

fireData[t].riskLevel := calculateRisklevel(fireData[t]);

end;

end;

//form1.edt\_display.text:= floattostr(firedata[12].temp);

form1.edt\_display.text := floattostr(firedata[18].riskLevel);

showorange;

end;

procedure clearHome;

begin

Form1.img\_logo.visible := false;

Form1.lbl\_welcome.Visible := false;

Form1.btn\_where.Visible := false;

Form1.btn\_help.Visible := false;

end;

procedure loadHome;

begin

Form1.img\_logo.visible := true;

Form1.lbl\_welcome.Visible := true;

Form1.btn\_where.Visible := true;

Form1.btn\_help.Visible := true;

// Form1.btn\_backf.Visible := true;

form1.img\_info.Visible := true;

end;

procedure clearHelp;

begin

Form1.lbl\_help.Visible := false;

Form1.btn\_backh.Visible := false;

Form1.btn\_share.Visible := false;

Form1.btn\_game.Visible := false;

Form1.btn\_donate.Visible := false;

end;

procedure loadHelp;

begin

Form1.lbl\_help.Visible := true;

Form1.btn\_backh.Visible := true;

Form1.btn\_share.Visible := true;

Form1.btn\_game.Visible := true;

Form1.btn\_donate.Visible := true;

Form1.btn\_backh.Visible := true;

end;

procedure clearfire;

begin

clearAllDots;

form1.lbl\_fire.Visible := false;

form1.btn\_backf.Visible := false;

form1.img\_firemap.Visible := false;

form1.btn\_read.Visible := false;

form1.lbl\_location.visible := false;

form1.btn\_go.Visible := false;

form1.lbl\_location.Visible := false;

form1.edt\_test.Visible := false;

form1.edt\_display.Visible := false;

form1.lbl\_scale.Visible := false;

form1.red.Visible := false;

form1.orange.Visible := false;

form1.yellow.Visible := false;

form1.lbl\_1.Visible := false;

end;

procedure TForm1.btn\_backhClick(Sender: TObject);

begin

clearHelp;

loadHome;

end;

procedure TForm1.btn\_donateClick(Sender: TObject);

begin

lbl\_help.Visible := false;

btn\_share.Visible := false;

btn\_game.Visible := false;

btn\_donate.Visible := false;

btn\_backd.Visible := true;

btn\_backh.Visible := false;

lbl\_learn.Visible := true;

lbl\_donate.Visible := true;

lbl\_link1.Visible := true;

lbl\_link2.Visible := true;

lbl\_link3.Visible := true;

lbl\_link4.Visible := true;

lbl\_link5.Visible := true;

end;

procedure TForm1.btn\_gameClick(Sender: TObject);

begin

form2.Show;

end;

procedure TForm1.btn\_goClick(Sender: TObject);

var

i: Integer;

begin

sampledata;

clearalldots;

for i := 0 to 29 do

firedata[i].riskLevel := 0;

finalDisplay;

end;

procedure cleardonate;

begin

form1.btn\_backd.Visible := false;

form1.lbl\_link1.Visible := false;

form1.lbl\_link2.Visible := false;

form1.lbl\_link3.Visible := false;

form1.lbl\_link4.Visible := false;

form1.lbl\_link5.Visible := false;

form1.lbl\_donate.Visible := false;

form1.lbl\_learn.Visible := false;

end;

procedure TForm1.btn\_helpClick(Sender: TObject);

begin

clearhome;

btn\_backh.Visible := true;

lbl\_help.Visible := true;

btn\_share.Visible := true;

btn\_game.Visible := true;

btn\_donate.Visible := true;

cleardonate;

img\_info.Visible := false;

end;

procedure TForm1.btn\_infoClick(Sender: TObject);

begin

clearHome;

cleardonate;

clearhelp;

clearfire;

btn\_backi.Visible := true;

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

lbl\_mission.Visible := true;

img\_infologo.visible := true;

lbl\_para.Visible := true;

img\_fire.Visible := true;

img\_koala.Visible := true;

end;

procedure TForm1.btn\_readClick(Sender: TObject);

begin

form3.show();

end;

procedure TForm1.btn\_shareClick(Sender: TObject);

var

mems : TMemoryStream;

begin

save.InitialDir := 'C:\Users\jenni\OneDrive\Pictures\Saved Pictures';

save.DefaultExt := '.png';

save.Execute;

if Save.FileName<>'' then

begin

mems := TMemoryStream.Create;

img\_share.bitmap.SaveToStream (mems);

mems.SaveToFile(save.FileName);

mems.Free;

end;

end;

procedure TForm1.btn\_whereClick(Sender: TObject);

begin

clearhome;

btn\_backf.Visible := true;

lbl\_fire.Visible := true;

img\_firemap.Visible := true;

btn\_read.Visible := true;

edt\_display.Visible := true;

edt\_test.Visible := true;

lbl\_location.Visible := true;

btn\_go.Visible := true;

form1.lbl\_scale.Visible := true;

form1.red.Visible := true;

form1.orange.Visible := true;

form1.yellow.Visible := true;

form1.lbl\_1.Visible := true;

img\_info.Visible := false;

//sampledata;

end;

procedure TForm1.lbl\_link1Click(Sender: TObject);

var

MyLink: string;

begin

form2.Show;

MyLink := 'https://www.calfund.org/wildfire-relief-fund/';

// ShellExecute(Handle , 'open' , PChar(MyLink), nil, nil, SW\_SHOW);

end;

procedure TForm1.btn\_backfClick(Sender: TObject);

begin

clearfire;

loadHome;

btn\_backi.Visible := false;

lbl\_mission.Visible := false;

img\_infologo.visible := false;

lbl\_para.Visible := false;

img\_fire.Visible := false;

img\_koala.Visible := false;

end;

end.