19th October 2017

Add Fonts:

Find/download the font file (usually .ttf)

Put in the assets folder

Preload the font - myFont = loadFont(“assets/Cambria.ttf”);

Then call in setup - textFont(myFont);

textSize sets the size (don’t need a custom font for this) - textSize(30);

To actually display text, use the command with arguements of string, xPos, yPos -   
    text(“insert string to display here”, 100, 100);

For colour, have to use fill (and use it before actually calling the text command)

Advantage of loading fonts through p5 instead of HTML is that the text can be interactive (rather than static HTML)

State machine:

Keeping track of state.

var curState;

function draw(){

if(curState == 0){

    background(255,0,0);

} else if (curState ==1){

    background(0,255,0);

} else if(curState == 2){

    background(0,0,255);

} else{

    console.log(“not a valid state”);

}

}

function mousePressed(){

    if(curState <2){

        curState++;

    } else{

        curState = 0;

    }

}

Time:

Global time with second() is constantly running

To make use of that, we take ‘snaps’ at different points, and compare global time to these snaps

var curTime;

var snap;

function setup(){

    createCanvas(600,600);

    curTime = 0;

}

function draw(){

    background(255);

Var timeDiff = second() - snap;

// to reset, can do in a loop in the draw function:

if(timeDiff > 5){

    snap = second();

}

}

// alternatively, to reset upon mouseclick (one or the other, not both):

function mousePressed(){

    snap = second();

}

Sprite animation:

PImage img0;

PImage img1;

PImage img2;

int curState = 0;

void setup();

    img0 = loadImage(“img00.jpg”);

    img1 = loadImage(“img01.img”);

    img2 = loadImage(“img02.img”);

}

void draw(){

drawSprite();

}

void drawSprite(){

    if(frameCount % 5 == 0){

        if(curState <2){

curState++;

} else{

    curState = 0;

}

    }

    if(curState == 0 ){

        image(img0,0,0);

    } else if(curState == 1){

        image(img1,0,0);

    } else if(curState == 2){

        image(img2,0,0);

    } else {

        println(“out of condition”);

    }

}