```
1.   //import hypermedia.net.*;
2.   import oscP5.*;
3.   import netP5.*;
4.
5.   OscP5 oscP5;
6.   NetAddress myRemoteLocation;
7.
8.   PShape world;
9.   int sizeX=1800;
10.  int sizeY= 1000;
11.
12.  int lange;
13.  int breite;
14.  int radius;
15.
16.  int val;
17.  int y;
18.  int radiusC=1;
19.  int m=255;
20.
21.  void setup() {
22.    size(1024, 608);
23.
24.    myRemoteLocation = new NetAddress("127.0.0.1", 12000);
25.
26.    stroke(255, 0, 0, m--);
27.    fill(255, 0, 0, 200);
28.
29.    world = loadShape("worldmap.svg");
30.  }
31.  void draw() {
32.    background(102);
33.    shape(world, 0, 0, width, height);   // Draw at coordinate (110, 90) at size 100 x 100
34.
35.    //fadenkreuz zeichnen
36.    line(0, mouseY, width, mouseY);
37.    line(mouseX, 0, mouseX, height);
38.    //aiming point
39.    circle();
40.  }
41.
42.  void circle() {
43.    //aiming point wächst bei gedrückter maustaste
44.    if (mousePressed == true) {
45.      ellipse(mouseX, mouseY, radius++, radius++);
46.      fill(255, 0, 0, m--);
47.    } else {
48.      radius=1;
49.      m=255;
50.    }
51.  }
52.
53.  void mouseReleased()
54.  {
55.    float breite = mouseX;
56.    float lange = mouseY;
57.    breite=(map(breite, 0, 1024, -180, 180)+8);
58.    lange=(map(lange, 0, 600, 90, -90)+25);
```

```
59.    radius=(radius * 40);
60.    println("Länge: ", breite);
61.    println("Breite: ", lange);
62.    println("DIAMETER: ", radius);
63.
64.    String CoordinateWidth = str(breite);
65.    String CoordinateLength = str(lange);
66.    String content = str(radius);
67.    String message  = ( CoordinateWidth +" "+ CoordinateLength +" "+ content );  // the message to send
68.
69.    OscMessage myOscMessage = new OscMessage("/incommingWLR");
70.    myOscMessage.add(breite);
71.    myOscMessage.add(lange);
72.    myOscMessage.add(radius);
73.    OscP5.flush(myOscMessage, myRemoteLocation);
74.
75.    println (message);
76. }
```