# Control Surface Example

*PieterP*

```
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  }
```