

## Simulación de un menú de opciones con Cyberpi



En este ejemplo práctico queremos realizar un proyecto que cuando se ejecute muestre un menú de 4 opciones, música, reloj, pintura y vídeo.

Con el Joystick podemos seleccionar el que deseemos, este se resaltaré de color azul, con respecto al resto que están en blanco.

Si presionamos en el centro del joystick que nos diga lo que hemos seleccionado.

```
when CyberPi starts up
  set sprite s_music to music
  set anchor point of sprite s_music to center
  sprite s_music goes to x 66 y 10
  set sprite s_picture to picture
  set anchor point of sprite s_picture to center
  sprite s_picture goes to x 66 y 117
  set sprite s_video to video
  set anchor point of sprite s_video to center
  sprite s_video goes to x 10 y 66
  set sprite s_clock to clock
  set anchor point of sprite s_clock to center
  sprite s_clock goes to x 118 y 66
  set sprite t_music to Musica
  sprite t_music goes to x 64 y 64
  show sprite t_music
  set sprite t_music to Musica
  sprite t_music goes to x 64 y 64
  set sprite t_picture to Pintura
  sprite t_picture goes to x 64 y 64
  set sprite t_video to Video
  sprite t_video goes to x 64 y 64
  set sprite t_clock to Reloj
  sprite t_clock goes to x 64 y 64
  hide sprite t_music
  hide sprite t_picture
  hide sprite t_video
  hide sprite t_clock
  force rendering
```

```
when joystick pulled→
  set sprite s_clock color to blue
  reset sprite s_music to default color
  reset sprite s_picture to default color
  reset sprite s_video to default color
  force rendering
  set control to d
```

```
when joystick pulled←
  set sprite s_video color to blue
  reset sprite s_music to default color
  reset sprite s_picture to default color
  reset sprite s_clock to default color
  force rendering
  set control to c
```

```
when joystick pulled↑
  set sprite s_music color to blue
  reset sprite s_picture to default color
  reset sprite s_video to default color
  reset sprite s_clock to default color
  force rendering
  set control to a
```

```
when joystick pulled↓
  set sprite s_picture color to blue
  reset sprite s_music to default color
  reset sprite s_video to default color
  reset sprite s_clock to default color
  force rendering
  set control to b
```

```
when joystick middle pressed
  if control = a then
    show sprite t_music
    hide sprite t_picture
    hide sprite t_video
    hide sprite t_clock
  if control = b then
    show sprite t_picture
    hide sprite t_music
    hide sprite t_video
    hide sprite t_clock
  if control = c then
    show sprite t_video
    hide sprite t_picture
    hide sprite t_music
    hide sprite t_clock
  if control = d then
    show sprite t_clock
    hide sprite t_music
    hide sprite t_music
    hide sprite t_video
  force rendering
```