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A

Geresim - Arquivo de Interface

```
local renderScreen = background{
    name = "renderScreen",
    source = "network",
    style="stretch",
    notify = {
        tap = true,
        doubleTap = true,
        freeMove = true,
        freeMove3Fingers = true,
        pinchZoom = true,
        rotate = true
    }
}

local rightArrowButton = button{
    name = "rightArrowButton",
    imageSrc = "arrow_button.png",
    width = 50,
    height = 50,
    x = config.width - 70,
    y = 20,
    notify = { release = true }
}

local leftArrowButton = button{
    name = "leftArrowButton",
    imageSrc = "arrow_button.png",
    width = 50,
    height = 50,
    x = config.width - 140,
    y = 20,
    flip = "horizontal",
    notify = { release = true }
}

local tbButton1 = button{
    name = "tbButton1",
    imageSrc = "btPlusLayerSeparation.png",
    width = 150,
    height = 132,
    params = { overImageSrc="btPlusLayerSeparation-down.png",
                overImageWidth = 150,
                overImageHeight = 132,
            },
    notify = { release = true }
}

local tbButton2 = button{
    name = "tbButton2",
    imageSrc = "btMinusLayerSeparation.png",
    width = 150,
    height = 132,
    params = { overImageSrc="btMinusLayerSeparation-down.png",
                overImageWidth = 150,
```

```
        overImageHeight = 132,
    },
    notify = { release = true }
}

local toolbarLeft = toolbar{
    name = "toolbarLeft",
    width = 189,
    height = 500,
    color = { 1.0, 0.0, 0.0, 0.5 },
    dockAt = "left",
    maxButtons = 3,
    buttons = { tbButton1, tbButton2 }
}

local resources = { "arrow_button.png",
    "btPlusLayerSeparation.png",
    "btPlusLayerSeparation-down.png" ,
    "btMinusLayerSeparation.png",
    "btMinusLayerSeparation-down.png"
}

local interface = { resources = resources,
    objects = { renderScreen,
        rightArrowButton,
        leftArrowButton,
        tbButton1,
        tbButton2,
        toolbarLeft
    }
}

return interface
```

B

3DReplay - Arquivo de Interface

```
local renderScreen = background{
    name = "renderScreen",
    source = "network",
    style="stretch",
    notify = {
        tap = true,
        doubleTap = true,
        freeMove = true,
    }
}

local tbPlayButton = button{
    name = "tbPlayButton",
    imageSrc = "play.png",
    width = 128,
    height = 128,
    notify = { press = false, release = true }
}

local tbUndoButton = button{
    name = "tbUndoButton",
    imageSrc = "undo.png",
    width = 128,
    height = 128,
    notify = { press = false, release = true }
}

local tbTopViewButton = button{
    name = "tbTopViewButton",
    imageSrc = "topview.png",
    width = 128,
    height = 128,
    notify = { press = false, release = true }
}

local toolbarRight = toolbar{
    name = "toolbarRight",
    width = 148,
    height = 500,
    color = { 0.1, 0.1, 0.1, 0.1 },
    dockAt = "right",
    maxButtons = 3,
    buttons = { tbPlayButton, tbUndoButton, tbTopViewButton
    }
}

local resources = { "play.png", "undo.png", "topview.png" }
local interface = { resources = resources,
    objects = { renderScreen,
        tbPlayButton,
        tbUndoButton,
        tbTopViewButton,
        toolbarRight
    }
}

return interface
```
