

LAMPIRAN

1. Souce code Halaman Utama

System	On start of layout	Main	Set animation frame to 0
			Add action
Mouse	On Left button Clicked on Keluar	Browser	Close
			Add action
Mouse	On Left button Clicked on CaraMain	System	Go to layout "Layout Tentang"
		Audio	Play ButtonClick not looping at volume 0 dB (tag "Clicked")
			Add action
Mouse	On Left button Clicked on Main	System	Reset global variables to default
		System	Go to layout "Layout roll phase"
		Audio	Play ButtonClick not looping at volume 0 dB (tag "Clicked")
			Add action

2. Souce code Halaman Tentang Permainan

System	On start of layout	NxFh	Set animation frame to 0
			Add action
Mouse	On Left button Clicked on NxFh	System	Go to layout "Layout Cara Main"
		Audio	Play ButtonClick not looping at volume 0 dB (tag "Clicked")
			Add action

3. Souce code Halaman Tutorial Bermain

System	On start of layout	NxFh	Set animation frame to 1
			Add action
Mouse	On Left button Clicked on NxFh	System	Go to layout "Layout Utama"
		Audio	Play ButtonClick not looping at volume 0 dB (tag "Clicked")
			Add action
Mouse	On Left button Clicked on Bck	System	Go to layout "Layout Tentang"
		Audio	Play ButtonClick not looping at volume 0 dB (tag "Clicked")
			Add action
Mouse	On Left button Clicked on Reload	System	Restart layout
		Audio	Play ButtonClick not looping at volume 0 dB (tag "Clicked")
			Add action
Mouse	On Left button Clicked on Pause	Video	Pause
		Audio	Play ButtonClick not looping at volume 0 dB (tag "Clicked")
			Add action
Mouse	On Left button Clicked on Play	Video	Play
		Audio	Play ButtonClick not looping at volume 0 dB (tag "Clicked")
			Add action

4. Source code Halaman Pemenang

System	On start of layout	Main	Set animation frame to 1
			Add action
text1	Pick instance with UID 260	text1	Set text to <i>Pemenang</i>
			Add action
Mouse	On Left button Clicked on Keluar	Bro...	Close
			Add action
Mouse	On Left button Clicked on Main	Syst	Reset global variables to default
		Syst	Go to layout " Layout roll phase "
		Audio	Play ButtonClick not looping at volume 0 dB (tag " <i>Clicked</i> ")
		Audio	Stop " win "
			Add action
System	For "x" from 0 to 23	Kart...	Insert 0 at index <i>loopindex("x")</i> on X axis
			Add action
System	For "x" from 0 to 15	Kart...	Insert 0 at index <i>loopindex("x")</i> on X axis
			Add action
System	For "x" from 0 to 17	Kart...	Insert 0 at index <i>loopindex("x")</i> on X axis
			Add action
System	For "x" from 0 to 1	Arra...	Insert 0 at index <i>loopindex("x")</i> on X axis
			Add action
			Add event