

# Example 1



**Example 2**



**Example 3**



# Example 4



# Example 5



**Example 6**



# Example 7

```
\setupbodyfont[dejavu]
```

```
\setupinteraction
```

```
[state=start,  
color=white,  
contrastcolor=white]
```

```
\startuseMPgraphic{MyPath1}
```

```
fill OverlayBox withcolor "darkyellow" ;  
save p ; path p[] ;  
p1 := unitsquare xysized( OverlayWidth/4, OverlayHeight/4) ;  
p2 := unitsquare xysized(2OverlayWidth/4,3OverlayHeight/5) shifted ( OverlayWidth/4,0) ;  
p3 := unitsquare xysized( OverlayWidth/4, OverlayHeight ) shifted (3OverlayWidth/4,0) ;  
fill p1 withcolor "darkred" ;  
fill p2 withcolor "darkblue" ;  
fill p3 withcolor "darkgreen" ;  
draw lmt_mesh [ paths = { p1, p2, p3 } ] ;  
setbounds currentpicture to OverlayBox ;
```

```
\stopuseMPgraphic
```

```
\startuseMPgraphic{MyPath2}
```

```
save q ; path q ; q := unitcircle xysized(OverlayWidth,OverlayHeight) ;  
save p ; path p ; p := for i=1 upto length(q) :  
  (center q) -- (point (i-1) of q) -- (point i of q) -- (center q) --  
endfor cycle ;  
fill q withcolor "darkgray" ;  
draw lmt_mesh [  
  trace = true,  
  paths = { p }  
] withcolor "darkred" ;  
  
setbounds currentpicture to OverlayBox ;
```

```
\stopuseMPgraphic
```

```
\startuseMPgraphic{MyPath3}
```

```
save q ; path q ; q := unitcircle xysized(OverlayWidth,OverlayHeight) randomized 3mm ;  
fill q withcolor "darkgray" ;  
draw lmt_mesh [  
  trace = true,  
  paths = { meshed(q,OverlayBox,.05) }  
] withcolor "darkgreen" ;  
% draw OverlayMesh(q,.025) withcolor "darkgreen" ;  
setbounds currentpicture to OverlayBox ;
```

```
\stopuseMPgraphic
```

```
\startuseMPgraphic{MyPath4}
```

```
save q ; path q ; q := unitcircle xysized(OverlayWidth,OverlayHeight) randomized 3mm ;  
fill q withcolor "darkgray" ;  
draw lmt_mesh [  
  trace = true,  
  auto = true,  
  step = 0.0125,  
  paths = { q }  
] withcolor "darkyellow" ;  
setbounds currentpicture to OverlayBox ;
```

```
\stopuseMPgraphic
```

```
\startuseMPgraphic{MyPath5}
```



```

save q ; path q ; q := unitdiamond xysized(OverlayWidth,OverlayHeight) randomized 2mm ;
q := q shifted - center q shifted center OverlayBox ;
fill q withcolor "darkgray" ;
draw lmt_mesh [
  trace = true,
  auto = true,
  step = 0.0125,
  paths = { q }
] withcolor "darkmagenta" ;
setbounds currentpicture to OverlayBox ;
\stopuseMPgraphic

\startuseMPgraphic{MyPath6}
save p ; path p[] ;
p1 := p2 := fullcircle xysized(2OverlayWidth/5,2OverlayHeight/3) ;
p1 := p1 shifted - center p1 shifted center OverlayBox shifted (-1OverlayWidth/4,0) ;
p2 := p2 shifted - center p2 shifted center OverlayBox shifted ( 1OverlayWidth/4,0) ;
fill p1 withcolor "middlegray" ;
fill p2 withcolor "middlegray" ;
draw lmt_mesh [
  trace = true,
  auto = true,
  step = 0.02,
  paths = { p1, p2 }
] withcolor "darkcyan" ;
setbounds currentpicture to OverlayBox ;
\stopuseMPgraphic

\startuseMPgraphic{MyPath7}
save p ; path p[] ;
p1 := p2 := fullcircle xysized(2OverlayWidth/5,2OverlayHeight/3) rotated 45 ;
p1 := p1 shifted - center p1 shifted center OverlayBox shifted (-1OverlayWidth/4,0) ;
p2 := p2 shifted - center p2 shifted center OverlayBox shifted ( 1OverlayWidth/4,0) ;
fill p1 withcolor "middlegray" ;
fill p2 withcolor "middlegray" ;
draw lmt_mesh [
  trace = true,
  auto = true,
  step = 0.01,
  box = OverlayBox enlarged -5mm,
  paths = { p1, p2 }
] withcolor "darkcyan" ;
draw OverlayBox enlarged -5mm withcolor "darkgray" ;
setbounds currentpicture to OverlayBox ;
\stopuseMPgraphic

\defineoverlay[MyPath1][\useMPgraphic{MyPath1}]
\defineoverlay[MyPath2][\useMPgraphic{MyPath2}]
\defineoverlay[MyPath3][\useMPgraphic{MyPath3}]
\defineoverlay[MyPath4][\useMPgraphic{MyPath4}]
\defineoverlay[MyPath5][\useMPgraphic{MyPath5}]
\defineoverlay[MyPath6][\useMPgraphic{MyPath6}]
\defineoverlay[MyPath7][\useMPgraphic{MyPath7}]

\starttext

\startTEXpage

```

```
\button[height=3cm,width=4cm,background=MyPath1,frame=off]{Example 1}[realpage(2)]
\stopTEXpage

\startTEXpage
\button[height=3cm,width=4cm,background=MyPath2,frame=off]{Example 2}[realpage(3)]
\stopTEXpage

\startTEXpage
\button[height=3cm,width=4cm,background=MyPath3,frame=off]{Example 3}[realpage(4)]
\stopTEXpage

\startTEXpage
\button[height=3cm,width=4cm,background=MyPath4,frame=off]{Example 4}[realpage(5)]
\stopTEXpage

\startTEXpage
\button[height=3cm,width=4cm,background=MyPath5,frame=off]{Example 5}[realpage(6)]
\stopTEXpage

\startTEXpage
\button[height=3cm,width=4cm,background=MyPath6,frame=off]{Example 6}[realpage(7)]
\stopTEXpage

\startTEXpage
\button[height=3cm,width=4cm,background=MyPath7,frame=off]{Example 7}[realpage(1)]
\stopTEXpage

\setuplayout[tight]

\usemodule[scite]

\switchtobodyfont[10pt]

\typefile[option=TEX]{mptest-007.tex}

\stoptext
```