```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="UTF-8" />
    <title>Maske – Farbwechsel + Volle Buttonfläche + Korrekte
Rotation</title>
    <script
src="https://cdn.jsdelivr.net/npm/p5@1.6.0/lib/p5.min.js"></script>
    <script
src="https://cdnjs.cloudflare.com/ajax/libs/dat-gui/0.7.7/dat.gui.min.js"></
script>
    <style>
      body { margin: 0; overflow: hidden; background: black; }
      canvas { display: block; position: absolute; z-index: -1; }
      #gui-container { position: absolute; left: 50px; bottom: 50px; z-
index: 10; pointer-events: auto; }
      #help-container {
        position: absolute; left: 50px; top: 50px;
        background: rgba(0,0,0,0.7); color: white; padding: 10px 20px;
        border: 1px solid red; border-radius: 10px; font-family: sans-serif;
font-size: 14px;
        z-index: 20; display: none;
      }
      .dg.main { background-color: #222 !important; color: red !important; }
      .dg .close-button { display: none !important; }
      .dg .slider-fg { background: red !important; }
      .dg .c .slider { background: #444 !important; }
      .dg .cr.number { border-left: 3px solid red !important; }
      .dg input[type="text"] { color: red !important; }
    </style>
  </head>
  <body>
    <div id="gui-container"></div>
    <div id="help-container">
      <strong>Shortcuts:</strong><br>
      [h] Show/Hide Handles and GUI<br>
      [r] Reset Workspace<br>
      [a] Fill Circle Red<br>
      [b] Fill Circle Green<br>
      [c] Fill Circle Blue<br>
      [d] Fill Circle Yellow<br>
      [0] Remove Circle Fill<br><br>
      <em>Click outside the area → Fullscreen toggle</em><br>
      <em>Click on Load A/B/C/D → Change color</em>
    </div>

    <script>
      let corners = [], circleCenter, interfaceElements = [], draggingIndex
= -1, draggingCircleCenter = false, draggingInterfaceIndex = -1;
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```
      let showHandles = false, circleFillColor = null;
      const cornerRadius = 25, interfaceSize = { w: 240, h: 80 };
      let params = { Diameter: 400 }, gui;

      function setup() {
        createCanvas(windowWidth, windowHeight);
        resetCorners(); resetCircleCenter(); setupInterfaceElements();
        gui = new dat.GUI({ autoPlace: false });
        document.getElementById('gui-
container').appendChild(gui.domElement);
        gui.add(params, 'Diameter', 100, 1000).step(1).name('Circle
Diameter');
        document.getElementById('gui-container').style.display = 'none';
      }

      function draw() {
        background(0);
        fill(50); noStroke();
        beginShape(); for (let pt of corners) vertex(pt.x, pt.y);
endShape(CLOSE);
        if (circleFillColor) fill(circleFillColor); else noFill();
        stroke(255); strokeWeight(1);
        ellipse(circleCenter.x, circleCenter.y, params.Diameter);
        noStroke();
        rectMode(CENTER); textAlign(CENTER, CENTER); textSize(16);
        for (let el of interfaceElements) {
          push();
          translate(el.position.x, el.position.y);
          rotate(radians(el.rotation));
          fill(100); rect(0, 0, interfaceSize.w, interfaceSize.h);
          fill(255); text(el.label, 0, 0);
          if (showHandles) { fill(255, 0, 0); ellipse(0, 0, cornerRadius); }
          pop();
        }
        if (showHandles) {
          fill(255, 0, 0);
          for (let pt of corners) ellipse(pt.x, pt.y, cornerRadius);
          ellipse(circleCenter.x, circleCenter.y, cornerRadius);
        }
      }

      function mousePressed() {
        const guiBounds = document.getElementById('gui-
container').getBoundingClientRect();
        if (mouseX >= guiBounds.left && mouseX <= guiBounds.left +
guiBounds.width &&
            mouseY >= guiBounds.top && mouseY <= guiBounds.top +
guiBounds.height) return;

        for (let i = 0; i < interfaceElements.length; i++) {
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          let el = interfaceElements[i];
          let local = screenToLocal(mouseX, mouseY, el);
          if (local.x > -interfaceSize.w/2 && local.x < interfaceSize.w/2 &&
              local.y > -interfaceSize.h/2 && local.y < interfaceSize.h/2) {
            if (showHandles) {
              draggingInterfaceIndex = i;
            } else {
              if (el.label.includes("A")) circleFillColor = color(255, 0,
0);
              if (el.label.includes("B")) circleFillColor = color(0, 255,
0);
              if (el.label.includes("C")) circleFillColor = color(0, 0,
255);
              if (el.label.includes("D")) circleFillColor = color(255, 255,
0);
            }
            return;
          }
        }

        if (showHandles) {
          if (dist(mouseX, mouseY, circleCenter.x, circleCenter.y) <
cornerRadius / 2) {
            draggingCircleCenter = true; return;
          }
          for (let i = 0; i < corners.length; i++) {
            if (dist(mouseX, mouseY, corners[i].x, corners[i].y) <
cornerRadius / 2) {
              draggingIndex = i; return;
            }
          }
        }
        if (!insideWorkArea(mouseX, mouseY)) fullscreen(!fullscreen());
      }

      function screenToLocal(mx, my, el) {
        let dx = mx - el.position.x;
        let dy = my - el.position.y;
        let angle = radians(-el.rotation);
        let localX = dx * cos(angle) - dy * sin(angle);
        let localY = dx * sin(angle) + dy * cos(angle);
        return {x: localX, y: localY};
      }

      function mouseDragged() {
        if (draggingIndex !== -1) {
          corners[draggingIndex].x = mouseX;
          corners[draggingIndex].y = mouseY;
        } else if (draggingCircleCenter) {
          circleCenter.x = mouseX;
          circleCenter.y = mouseY;
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```
        } else if (draggingInterfaceIndex !== -1) {
          if (insideWorkArea(mouseX, mouseY)) {
            interfaceElements[draggingInterfaceIndex].position.x = mouseX;
            interfaceElements[draggingInterfaceIndex].position.y = mouseY;
          }
        }
      }

      function mouseReleased() {
        draggingIndex = -1; draggingCircleCenter = false;
draggingInterfaceIndex = -1;
      }

      function keyPressed() {
        if (key === 'h' || key === 'H') {
          showHandles = !showHandles;
          document.getElementById('gui-container').style.display =
showHandles ? 'block' : 'none';
          document.getElementById('help-container').style.display =
showHandles ? 'block' : 'none';
        }
        if (key === 'r' || key === 'R') {
          resetCorners(); resetCircleCenter(); setupInterfaceElements();
          params.Diameter = 400; gui.updateDisplay(); circleFillColor =
null;
        }
        if (key === 'a' || key === 'A') circleFillColor = color(255, 0, 0);
        if (key === 'b' || key === 'B') circleFillColor = color(0, 255, 0);
        if (key === 'c' || key === 'C') circleFillColor = color(0, 0, 255);
        if (key === 'd' || key === 'D') circleFillColor = color(255, 255,
0);
        if (key === '0') circleFillColor = null;
      }

      function windowResized() { resizeCanvas(windowWidth, windowHeight); }

      function resetCorners() {
        const margin = 20;
        const s = min(540, (min(windowWidth, windowHeight) - 2 * margin) /
2);
        const centerX = windowWidth / 2;
        const centerY = windowHeight / 2;
        corners = [
          createVector(centerX - s, centerY - s),
          createVector(centerX + s, centerY - s),
          createVector(centerX + s, centerY + s),
          createVector(centerX - s, centerY + s)
        ];
      }
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      function resetCircleCenter() { circleCenter =
createVector(windowWidth/2, windowHeight/2); }

      function setupInterfaceElements() {
        const cx = windowWidth / 2, cy = windowHeight / 2;
        interfaceElements = [
          { id: "topLeft", label: "Load A", rotation: 180, position:
createVector(cx-200, cy-200) },
          { id: "topRight", label: "Load B", rotation: 270, position:
createVector(cx+200, cy-200) },
          { id: "bottomRight", label: "Load C", rotation: 0, position:
createVector(cx+200, cy+200) },
          { id: "bottomLeft", label: "Load D", rotation: 90, position:
createVector(cx-200, cy+200) }
        ];
      }

      function insideWorkArea(x, y) { return collidePointPoly(x, y,
corners); }

      function collidePointPoly(px, py, vertices) {
        let collision = false;
        for (let current = 0; current < vertices.length; current++) {
          let next = (current + 1) % vertices.length;
          let vc = vertices[current];
          let vn = vertices[next];
          if (((vc.y > py && vn.y < py) || (vc.y < py && vn.y > py)) &&
              (px < (vn.x - vc.x) * (py - vc.y) / (vn.y - vc.y) + vc.x)) {
            collision = !collision;
          }
        }
        return collision;
      }
    </script>
  </body>
</html>
```