

Technical Support
Knowledge Center Open

VEE: Can I Program Animation in VEE?

Notices

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There is an example program "animation" which can be found in the online HELP in VEE that demonstrates a possible technique. Refer to Help/Open Examples/manual and click on the VEE program "animate".

This program demonstrates simple animation using showPanel to display a UserFunction Panel (that contains a Picture object) in different locations.

You can specify the location of a UserFunction Panel with the showPanel object. When you input the x and y values programmatically, you can perform simple animation. Follow these steps to create a simple animation program:

1. Create a Panel View in the Main Window by using Create Panel on the Main Window's object menu.
2. In the Main Window Properties, change Execution Window Title to A Simple Animation, and be sure to enable Show on Execute in the Execution Window group. On the Color tab, select a background color for the Main Panel. This color is important, because you will use that same color for the background of the animation file(s). The RGB values for the VEE colors are listed to help you match colors.
3. Create a graphics file of the image you want to animate.
4. Open a UserFunction edit window using Device UserFunction.
5. Select Display Picture, placing the object in the UserFunction window. Specify your graphics file via the Properties dialog box.
6. Add the Picture object to the UserFunction Panel, then from the Picture object menu, select Properties.
7. Turn off the Picture border and title bar, and place the Picture in the upper-left corner of the UserFunction Panel.
8. From the UserFunction object menu, select Properties.
9. Change Title to picture. Turn off the UserFunction Panel's title bar and border from the Pop-Up Panel group.
10. Change the Panel View background color to the Main Panel's background color.
11. Click OK. Reduce the UserFunction Panel size.
12. Select Device Function & Object Browser, then select the built-in function showPanel, placing it in the Main Detail View.
13. Type the UserFunction name between the quotes, replacing Ufname with picture.
14. Delete the input terminals except for the position parameters x and y.

15. Use the terminal names in the edit field so it looks like `showPanel(picture,x,y)`.
16. Select Flow Repeat For Range.
17. In the For Range object, fill in the range of x and y coordinates, such as From: -20, Thru: 500, and Step:10.
18. Add the Gate and Delay objects from the Flow menu. Set the Delay value to .05.
19. Connect the For Range output to the Gate input, and the Gate output to the showPanel X and Y inputs.
20. Connect the Gate sequence out to the Delay sequence in. Then connect the Delay output to the showPanel sequence in.
21. Press the Panel button to see the Panel View.
22. Run the program and see how the picture moves across your Panel View.

For more details, see the "VEE Help" topic "To Animate Pictures".

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