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xFrame5

.

,   .

effect_type, effect_interval, effect_duration   .

API   additem, deleteitem, play, stop, pause   .

: /HTML5/COMPONENT/ANIMATE/animate_basic

- animate_basic.xml
- animate_basic.js
-

```javascript
function playAnimate(index_image)
{
    var i, target_rect, txt_width, txt_height, txt_x, txt_y, image_length,
arr_image, size_delta;

  //
    size_delta = 24;

  //
    arr_image = [];
    arr_image.push(this.img_0);
    arr_image.push(this.img_1);
    arr_image.push(this.img_2);
    arr_image.push(this.img_3);
    arr_image.push(this.img_4);

  //
    image_length = arr_image.length;

  //
    target_rect = arr_image[index_image].getrect();
    txt_width = this.txt.getwidth();
    txt_height = this.txt.getheight();
```

```
    //
    txt_x = target_rect[0];
    txt_y = target_rect[1] - (this.img_0.gettop - this.animate.gettop());

  //
    this.txt.setrect(txt_x, txt_y, txt_x + txt_width, txt_y + txt_height);
    this.txt.settext(arr_image[index_image].getdescription());

  //
    for (i = 0; i < index_image - 1; i++) {
     //
     // 1          :
     // 2          :           x
     // 3          :           y
     // 4          :           width
     // 5          :           height
        this.animate.additem(arr_image[i], -size_delta * 2, 0, 0, 0);
    }

  //
    if (index_image > 0) {
        this.animate.additem(arr_image[index_image - 1], -size_delta * 2, -
size_delta, size_delta, size_delta);
    }

  //
    this.animate.additem(this.txt, 0, -size_delta * 2, 0, 0);

  //
    this.animate.additem(arr_image[index_image], -size_delta, -size_delta *
2, size_delta * 2, size_delta * 2);

  //
    if (index_image + 1 < image_length) {
        this.animate.additem(arr_image[index_image + 1], size_delta, -
size_delta, size_delta, size_delta);
    }

  //
    for (i = index_image + 2; i < image_length; i++) {
        this.animate.additem(arr_image[i], size_delta * 2, 0, 0, 0);
    }

  //
    this.animate.play();
}

function img_0_on_mousein(objInst)
{
  // 0
    this.playAnimate(0);
}
```

```
function img_0_on_mouseout(objInst)
{
  //
    this.animate.stop();
}

function img_1_on_mousein(objInst)
{
  // 1
    this.playAnimate(1);
}

function img_1_on_mouseout(objInst)
{
  //
    this.animate.stop();
}

function img_2_on_mousein(objInst)
{
  // 2
    this.playAnimate(2);
}

function img_2_on_mouseout(objInst)
{
  //
    this.animate.stop();
}

function img_3_on_mousein(objInst)
{
  // 3
    this.playAnimate(3);
}

function img_3_on_mouseout(objInst)
{
  //
    this.animate.stop();
}

function img_4_on_mousein(objInst)
{
  // 4
    this.playAnimate(4);
}

function img_4_on_mouseout(objInst)
{
  //
    this.animate.stop();
```

```
}

function btn_apply_on_mouseup(objInst)
{
    // effect_interval, effect_duration, effect_type
    this.animate.seteffectinterval(this.fldInterval.gettext());
    this.animate.seteffectduration(this.fldDuration.gettext());
    this.animate.seteffecttype(this.cboType.getselectedcode());
}
```

From:
https://technet.softbase.co.kr/wiki/ - **xFrame5 TechNet**

Permanent link:
https://technet.softbase.co.kr/wiki/guide/component/animate/animate_basic

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