ProWrite提供的特殊效果

[ProWrite提供的特殊效果 1](#_Toc229986088)

[1 Special Effect Object特殊效果对象 2](#_Toc229986089)

[1.1 Entry effect 进入效果 2](#_Toc229986090)

[1.2 Display effect 播放效果 3](#_Toc229986091)

[1.3 Exit effect 退出效果 3](#_Toc229986092)

[2 Parameter Setting参数设置 4](#_Toc229986093)

[2.1 Bijou钻闪效果 4](#_Toc229986094)

[2.2 Sunglass 太阳镜效果 5](#_Toc229986095)

[2.3 Pixelate 像素化 6](#_Toc229986096)

[2.4 Snow下雪效果 6](#_Toc229986097)

[2.5 Rain on下雨进入 7](#_Toc229986098)

[2.6 Sparkle 星光闪耀 7](#_Toc229986099)

[2.7 Flash 图像闪烁 8](#_Toc229986100)

[2.8 Travel 图像移动 10](#_Toc229986101)

[2.9 Wrap Around 图像环绕 11](#_Toc229986102)

[2.10 Bounce On 跳动进入 12](#_Toc229986103)

[2.11 Black Hole On/Off 黑洞进入/移出 12](#_Toc229986104)

[2.12 Filter On/Off 过滤进入/移出 13](#_Toc229986105)

[2.13 Slot On 槽缝式进入 13](#_Toc229986106)

[2.14 Interleave On/Off 交替进入/退出 13](#_Toc229986107)

[2.15 Line On/Off 线状移入或移出 14](#_Toc229986108)

[2.16 Slide On/Off 滑动移入/移出 15](#_Toc229986109)

[2.17 Wipe On/Off 擦除移入/移出 16](#_Toc229986110)

[2.18 MultiWipe On/Off 方格擦除式移入/移出 17](#_Toc229986111)

[2.19 Push On推动进入 18](#_Toc229986112)

[2.20 Radar On/Off 雷达扫描式进入/退出 18](#_Toc229986113)

[2.21 Venetian On/Off百叶窗式进入/退出 19](#_Toc229986114)

[2.22 Coalesce On/Off 愈合式进入/退出 20](#_Toc229986115)

[2.23 Fade On/Off 淡入/淡出 20](#_Toc229986116)

[Glossary词汇表 22](#_Toc229986117)

# Special Effect Object特殊效果对象

每个过渡或效果对象可能包含一个或多个可以更改的参数，甚至还包括带其自己的参数的子类。不必为创建的效果或过渡设置所有的参数，因为每个参数都有一个默认值。

## Entry effect 进入效果

|  |  |  |
| --- | --- | --- |
| **Name名称** | **GUID 类标识** | **Comment说明** |
| [Bounce On](#_Bounce_On_跳动进入_1) | A631D229-A165-4db7-B28D-32D4CE2CA42C | 图像由上方移进，至下方时有弹跳效果。 |
| [BlackHole On](#_BlackHole_On/Off_黑洞进入/移出) | B058D4C2-1D75-4226-8C8C-66CCD2802735 | 整个图像由指定位置移进，图像由小变大 |
| [Slot on](#_Slot_On) | 4615B371-8A88-4141-8CF5-3993386EAF69 | 图像被分成三竖条，由上到下滚动下落，先后顺序不定 |
| [Filter On](#_Filter_On/Off_过滤进入/移出) | D0AA7BDD-F81F-48ca-B914-5DD196EFC398 | 图像由上方过滤成点状掉落，在下方堆积成原图 |
| [Rain on](#_Rain_on下雨效果) | 158BBBD4-B83C-4168-9598-6D30E99530DC | 下雨进入效果 |
| [Interleave On](#_Interleave_On/Off_交替进入/退出) | 098EA7F1-DA86-48ca-BB90-3C730BC32AD7 | 图像由两个方向交替式移进，到中心汇合。 |
| [Line On](#_Line_On/Off_线状移入或移出) | F51A5AD6-D26C-4c90-BCA5-7698EF5BD317 | 线状移入 |
| [Slide On](#_Slide_On/Off_滑动移入/移出) | 86E33B61-4FDF-4514-95D4-8BCDB5C33D1C | 滑动移入 |
| [Wipe On](#_Wipe_On/Off_擦除移入/移出) | 87A66F87-E9BE-47DF-A5AD-4C7FF1582079 | 擦除移入 |
| [MultiWipe On](#_MultiWipe_On/Off_多处擦除式移入/移出) | 1105251F-2672-466D-9D8C-DAD7F90AA0C2 | 图像被分成几个小块，以每个小块为单位逐渐消除 |
| [Push On](#_Push_On推动进入) | 2386E440-D525-4227-A275-E06A6D2D2F81 | 图像由一个方向推动移进 |
| [Radar On](#_Radar_On/Off_雷达扫描式进入/退出) | 3D75C64D-6706-4DC0-A287-BC8695676DAD | 雷达扫描式进入 |
| [Fade On](#_Fade_On/Off_淡入/淡出) | 2F1F21F4-5093-4C2C-B96D-973295079000 | 淡入 |
| [Venetian On](#_Venetian_On/Off百叶窗式进入/退出) | A43598F6-C2FC-4FE3-816C-9599E6D0CD9B | 百叶窗式擦除 |
| [Coalesce On](#_Coalesce_On/Off_愈合式进入/退出) | C83F0057-B7F1-44E9-9EBF-648A57B3BE7E | 愈合式进入 |

## Display effect 播放效果

|  |  |  |
| --- | --- | --- |
| **名称** | **GUID** | **说明** |
| [Bijou](#_Bijou钻闪效果) | A4B54A75-6E38-4312-B5E9-C9950EE98141 | 钻石边框闪烁 |
| [Sunglass](#_ColorAdjust_颜色滤镜) | 5317AB02-6923-492d-ABFC-742B6194B739 | 太阳镜效果 |
| [Pixelate](#_Pixlate_像素化) | F67BBA3B-1980-48CB-92BB-CC826BF458E6 | 使图像粗化成纯色的方格，表示原来区域像素的平均颜色。 |
| [Snow](#_Snow下雪效果) | 632BB53B-C02D-4AB1-B041-A14F524812EF | 下雪效果 |
| [Sparkle](#_Sparkle_星光闪耀) | 9D15677F-1972-41A9-8573-2D037055743C | 星光闪耀效果 |
| [Flash](#_Flash_图像闪烁) | 66CAB342-DDEF-4E2C-B407-19DA2D41A938 | 图像闪烁效果 |
| [Travel](#_Travel_图像移动) | 0740D73C-0676-4AFC-BEB9-07F3AE6A8FA3 | 图像移动效果 |
| [Wraparound](#_Wrap_Around_图像环绕) | 89BDCC9F-96B6-426F-B6CC-FEE51C3C818D | 图像环绕效果 |

## Exit effect 退出效果

|  |  |  |
| --- | --- | --- |
| **名称** | **GUID** | **说明** |
| [BlackHole Off](#_BlackHole_On/Off_黑洞进入/移出) | 4615B371-8A88-4141-8CF5-3993386EAF69 | 整个图像由大到小移出。 |
| [Filter Off](#_Filter_On/Off_过滤进入/移出) | D0AA7BDD-F81F-48ca-B914-5DD196EFC398 | 图像向下方点状掉落 |
| [Interleave off](#_Interleave_On/Off_交替进入/退出) | 098EA7F1-DA86-48ca-BB90-3C730BC32AD7 | 图像向两个方向交替式移出 |
| [Line Off](#_Line_On/Off_线状移入或移出) | F51A5AD6-D26C-4c90-BCA5-7698EF5BD317 | 线状移出 |
| [Slide Off](#_Slide_On/Off_滑动移入/移出) | 86E33B61-4FDF-4514-95D4-8BCDB5C33D1C | 滑动移出 |
| [Wipe Off](#_Wipe_On/Off_擦除移入/移出) | 87A66F87-E9BE-47DF-A5AD-4C7FF1582079 | 擦除移出 |
| [MultiWipe Off](#_MultiWipe_On/Off_多处擦除式移入/移出) | 1105251F-2672-466D-9D8C-DAD7F90AA0C2 | 图像被分成几个小块，以每个小块为单位逐渐消除 |
| [Radar Off](#_Radar_On/Off_雷达扫描式进入/退出) | 3D75C64D-6706-4DC0-A287-BC8695676DAD | 雷达扫描式退出 |
| [Fade Off](#_Fade_On/Off_淡入/淡出) | 2F1F21F4-5093-4C2C-B96D-973295079000 | 淡出 |
| [Venetian Off](#_Venetian_On/Off百叶窗式进入/退出) | A43598F6-C2FC-4FE3-816C-9599E6D0CD9B | 百叶窗式擦除 |
| [Coalesce Off](#_Coalesce_On/Off_愈合式进入/退出) | C83F0057-B7F1-44E9-9EBF-648A57B3BE7E | 愈合式退出 |

# Parameter Setting参数设置

## Bijou钻闪效果

Bijou效果通过自定义参数在图像边界加入闪烁边框。它采用下列参数。

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter参数** | **Type类型** | **Default默认值** | **Scope范围** | **Comment说明** |
| *Direction* | INT | 0 | 0 to 2 | 0：Clockwise  1：Counterclockwise  2：Alternating |
| *Rate* | **INT** | 1 | 1 to X | Movement rate .  X <= (LampHeight+GapLength)/2 |
| *LampHeight* | **INT** | 3 | 1 to 8 | Lamp’s height when layout horizontally or width when layout vertically.  Equels “Width”( Proline ) |
| *LampLength* | **INT** | 3 | 1 to 50 | Lamp length when layout horizontally |
| *GapLength* | **INT** | 3 | 1 to 50 | Gap length  LampLength/GapLength = On/Off ( Proline ) |
| *CornersOn* | **INT** | 1 | Zero Or non-zero | Are corners always on? |
| *LampColor* | **DWORD** | 0xFF | 0 to 0xFFFFFFFF | 颜色的RGB值。  Red：0xFF  Green：0xFF00  Blue：0xFF0000  White：0xFFFFFFFF  Black：0x00 |
| *GapColor* | **DWORD** | 0 | 0 to 0xFFFFFFFF | 颜色的RGB值。  Red：0xFF  Green：0xFF00  Blue：0xFF0000  White：0xFFFFFFFF  Black：0x00 |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果，包含此代码的文件存放于AddOnTFX夹下：

<EffectDLL guid="{A4B54A75-6E38-4312-B5E9-C9950EE98141}">

<Effect name="\_PW.E: Bijou" iconid="1">

<Param name="Direction" value="0" />

<Param name="Rate" value="10" />

<Param name="LampHeight" value="5" />

<Param name="LampLength" value="10" />

<Param name="GapLength" value="10" />

<Param name="CornersOn" value="1" />

<Param name="LampColor" value="0x0000FFFF" />

</Effect>

</EffectDLL>

## Sunglass 太阳镜效果

Sunglass 根据指定的颜色进行太阳镜效果处理。

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **参数** | **类型** | **默认值** | **范围** | **说明** |
| *Adjust Type* | string | “RGB” | RGB  Red  Amber | RGB: 无变化  Red: RED sign  Green: GREEN sign  Blue: BLUE sign  White: WHITE sign  Amber: AMBER sign  BlueGreen: BLUE - GREEN sign  RedGreen: RED - GREEN sign |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果：

<EffectDLL guid="{5317AB02-6923-492d-ABFC-742B6194B739}">

<Effect name="\_PW.E: SG.Red" iconid="1">

<Param name="AdjustType" value="Red" />

</Effect>

<Effect name="\_PW.E: SG.Green" iconid="1">

<Param name="AdjustType" value="Green" />

</Effect>

<Effect name="\_PW.E: SG.Blue" iconid="1">

<Param name="AdjustType" value="Blue" />

</Effect>

<Effect name="\_PW.E: SG.White" iconid="1">

<Param name="AdjustType" value="White" />

</Effect>

<Effect name="\_PW.E: SG.Amber" iconid="1" >

<Param name="AdjustType" value="Amber" />

</Effect>

<Effect name="\_PW.E: SG. BlueGreen" iconid="1">

<Param name="AdjustType" value="BlueGreen" />

</Effect>

<Effect name="\_PW.E: SG.RedGreen" iconid="1">

<Param name="AdjustType" value="RedGreen" />

</Effect>

</EffectDLL>

## Pixelate 像素化

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **参数** | **类型** | **默认值** | **范围** | **说明** |
| *Pixelate* | INT | 10 | 1 to 50 | 数值越大，图片越模糊。 |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果：

<EffectDLL guid="{F67BBA3B-1980-48CB-92BB-CC826BF458E6}">

<Effect name="\_PW.E: Pixelate" iconid="1">

<Param name="A2VRatio" value="5" />

</Effect>

</EffectDLL>

## Snow下雪效果

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter参数** | **Type类型** | **Default默认值** | **Scope范围** | **Comment说明** |
| *Color* | DWORD | 0xFFFFFFFF | 0 to 0xFFFFFFFF | Snow color.  Red：0xFF  Green：0xFF00  Blue：0xFF0000  White：0xFFFFFFFF  Black：0x00 |
| *Rate* | **INT** | 1 | 1 to 50 | Fall rate. |
| *Amount* | **FLOAT** | 0.1 | 0 .01 to 1.0  (1% - 100%) | Amount. |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果：

<Effects>

<EffectDLL guid="{632BB53B-C02D-4AB1-B041-A14F524812EF}">

<Effect name="\_PW.E: Snow-light" iconid="1">

<Param name="Color" value="0xFFFFFF" />

<Param name="Rate" value="12" />

<Param name="Amount" value="0.15" />

</Effect>

<Effect name="\_PW.E: Snow-medium" iconid="1">

<Param name="Color" value="0xFFFFFF" />

<Param name="Rate" value="14" />

<Param name="Amount" value="0.4" />

</Effect>

<Effect name="\_PW.E: Snow-Heavy" iconid="1">

<Param name="Color" value="0xFFFFFF" />

<Param name="Rate" value="15" />

<Param name="Amount" value="0.85" />

</Effect>

</EffectDLL>

</Effects>

## Rain on下雨进入

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **参数** | **类型** | **Default默认值** | **Scope范围** | **Comment说明** |
| *Color* | DWORD | 0xFFFFFFFF | 0 to 0xFFFFFFFF | 颜色的RGB值。  Red：0xFF  Green：0xFF00  Blue：0xFF0000  White：0xFFFFFFFF  Black：0x00 |
| *Amount* | **FLOAT** | 1 | 0.0 to 1.0 | Amount |
| *Angle* | **FLOAT** | 90.0（向下下落） | 0 .0f to 360.0f | 雨滴与X正轴的顺时针夹角 |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果：

<TransitionDLL guid="{158BBBD4-B83C-4168-9598-6D30E99530DC}" >

<Transition name="\_PW.T: RainOn" iconid="27">

<Param name="Color" value="0xA0A0A0" />

<Param name="Amount" value="0.4" />

<Param name="Angle" value="50" />

</Transition>

</TransitionDLL>

## Sparkle 星光闪耀

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Param参数** | **Type类型** | **默认值** | **Scope范围** | **Comment说明** |
| *SparkleColor* | DWORD | 0xFFFFFFFF | 0 to 0xFFFFFFFF | Star Color.  Red：0xFF  Green：0xFF00  Blue：0xFF0000  White：0xFFFFFFFF  Black：0x00 |
| *Size* | **INT** | 5 | 2 to 20 | Size of star. |
| *Amount* | **FLOAT** | 0.2 | 0 .01 to 1.0 (1% - 100%) | Amount of star. |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果：

<EffectDLL guid="{9D15677F-1972-41A9-8573-2D037055743C}">

<Effect name="\_PW.E: Sparkle-light" iconid="1">

<Param name="SparkleColor" value="0xFFFFFF" />

<Param name="Size" value="6" />

<Param name="Amount" value="0.05" />

</Effect>

<Effect name="\_PW.E: Sparkle-Med" iconid="1">

<Param name="SparkleColor" value="0xFFFFFF" />

<Param name="Size" value="8" />

<Param name="Amount" value="0.15" />

</Effect>

<Effect name="\_PW.E: Sparkle-Dense" iconid="1">

<Param name="SparkleColor" value="0xFFFFFF" />

<Param name="Size" value="10" />

<Param name="Amount" value="0.35" />

</Effect>

</EffectDLL>

## Flash 图像闪烁

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter参数** | **Type类型** | **Default默认值** | **Scope范围** | **Comment说明** |
| *FlashStyle* | INT | 0 | 0 to 2 | 0：Blank Flash  1：Invert Flash  2：Random Flash(only text valid) |
| *BackColor* | **DWORD** | 0x00 | 0 to 0xFFFFFFFF | 背景颜色的RGB值。  Red：0xFF  Green：0xFF00  Blue：0xFF0000  White：0xFFFFFFFF  Black：0x00 |
| *TextColor* | **DWORD** | 0xFFFFFFFF | 0 to 0xFFFFFFFF | 文字颜色的RGB值。  Red：0xFF  Green：0xFF00  Blue：0xFF0000  White：0xFFFFFFFF  Black：0x00 |
| *OnTime* | **INT** | 500 | 1 to 10000 | Flash On时间，单位为毫秒 |
| *OffTime* | **INT** | 200 | 1 to 10000 | Flash Off时间，单位为毫秒 |
| *WED* | **INT** | 0 | 0 to 200 | 加权欧几里德容差值。值越大，表示在闪烁时背景颜色取值范围越大。 |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果：

<EffectDLL guid="{66CAB342-DDEF-4E2C-B407-19DA2D41A938}">

<Effect name="\_PW.E: Flash-Blank" iconid="2">

<Param name="FlashStyle" value="0" />

<Param name="BackColor" value="0x0" />

<Param name="OnTime" value="500" />

<Param name="OffTime" value="200" />

<Param name="WED" value="0" />

</Effect>

<Effect name="\_PW.E: Flash-Invert" iconid="2">

<Param name="FlashStyle" value="1" />

<Param name="BackColor" value="0x0" />

<Param name="OnTime" value="500" />

<Param name="OffTime" value="500" />

<Param name="WED" value="0" />

</Effect>

<Effect name="\_PW.E: Flash-Random(only text valid)" iconid="2">

<Param name="FlashStyle" value="2" />

<Param name="BackColor" value="0x0" />

<Param name="OnTime" value="500" />

<Param name="OffTime" value="500" />

<Param name="WED" value="0" />

</Effect>

</EffectDLL>

## Travel 图像移动

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **参数** | **Type** | **Default** | **Scope范围** | **Comment说明** |
| *BackColor* | **DWORD** | 0x00 | 0 to 0xFFFFFFFF | Only for Textlayer.  Red：0xFF  Green：0xFF00  Blue：0xFF0000  White：0xFFFFFFFF  Black：0x00 |
| *Angle* | **FLOAT** | 0 (Horizontal) | 0 to 360 | The angle made with the positive horizontal axis by the travelling vector. |
| *Rate* | **INT** | -1 | -1 or 0 to infinity | >=0: Travel speed (by pixels).  -1: Auto speed according to duration. |
| *Circular* | **INT** | 0 | 0 or 1 | Enable Circular? |
| *Spacing* | **INT** | 0 | 0 to infinity | Loop separation. Only valid when Circular set to 1. |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果：

<EffectDLL guid="{0740D73C-0676-4AFC-BEB9-07F3AE6A8FA3}">

<Effect name="\_PW.E: Travel(Left)" iconid="1">

<Param name="Angle" value="180" />

<Param name="BackColor" value="0x00" />

<Param name="Circular" value="1" />

<Param name="Rate" value="10" />

<Param name="Spacing" value="10" />

</Effect>

<Effect name="\_PW.E: Travel(Right)" iconid="1">

<Param name="Angle" value="0" />

<Param name="BackColor" value="0x00" />

<Param name="Circular" value="1" />

<Param name="Rate" value="10" />

<Param name="Spacing" value="10" />

</Effect>

<Effect name="\_PW.E: Travel(Up)" iconid="1">

<Param name="Angle" value="-90" />

<Param name="BackColor" value="0x00" />

<Param name="Circular" value="1" />

<Param name="Rate" value="10" />

<Param name="Spacing" value="10" />

</Effect>

<Effect name="\_PW.E: Travel(Down)" iconid="1">

<Param name="Angle" value="90" />

<Param name="BackColor" value="0x00" />

<Param name="Circular" value="0" />

<Param name="Rate" value="10" />

<Param name="Spacing" value="10" />

</Effect>

</EffectDLL>

## Wrap Around 图像环绕

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **参数** | **类型** | **Default默认值** | **Scope范围** | **Comment说明** |
| *Rate* | **INT** | 5 | 1 to 100 | Movement rate. |
| *Direction* | **INT** | 0 (Left) | 0 to 3 | 0: Left  1: Right  2: Up  3: Down |
| *Spacing* | **INT** | 0 | >=0 | Spacing |
| *Back Color* | **DWORD** | 0x00 | 0x0 to 0xFFFFFFFF | Background color.  Red：0xFF  Green：0xFF00  Blue：0xFF0000  White：0xFFFFFFFF  Black：0x00 |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果：

<Effects>

<EffectDLL guid="{89BDCC9F-96B6-426F-B6CC-FEE51C3C818D}">

<Effect name="\_PW.E: WrapAround(Left)" iconid="1">

<Param name="Direction" value="0" />

<Param name="Rate" value="10" />

<Param name="Spacing" value="0" />

<Param name="BackColor" value="0x00" />

</Effect>

<Effect name="\_PW.E: WrapAround(Right)" iconid="1">

<Param name="Direction" value="1" />

<Param name="Rate" value="10" />

<Param name="Spacing" value="0" />

<Param name="BackColor" value="0x00" />

</Effect>

<Effect name="\_PW.E: WrapAround(Up)" iconid="1">

<Param name="Direction" value="2" />

<Param name="Rate" value="10" />

<Param name="Spacing" value="0" />

<Param name="BackColor" value="0x00" />

</Effect>

<Effect name="\_PW.E: WrapAround(Down)" iconid="1">

<Param name="Direction" value="3" />

<Param name="Rate" value="10" />

<Param name="Spacing" value="0" />

<Param name="BackColor" value="0x00" />

</Effect>

</EffectDLL>

</Effects>

## Bounce On 跳动进入

此过渡没有参数可以设置。

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果：

<TransitionDLL guid="{A631D229-A165-4db7-B28D-32D4CE2CA42C}" >

<Transition name="\_PW.T: Bounce On" iconid="27">

</Transition>

</TransitionDLL>

## Black Hole On/Off 黑洞进入/移出

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter参数** | **Type类型** | **Default默认值** | **Scope范围** | **Comment说明** |
| *State* | INT | 1 | Zero Or Nonzero | zero：Black hole Off  nonzero：Black hole On |
| *StartX* | **INT** | 0 | Any value | The X,Y location user selected. |
| *StartY* | **INT** | 0 | Any value |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果：

<TransitionDLL guid="{B058D4C2-1D75-4226-8C8C-66CCD2802735}" >

<Transition name="\_PW.T: BlackHole On" iconid="27">

<Param name="State" value="1" />

<Param name="StartY" value="0" />

<Param name="StartX" value="0" />

</Transition>

<Transition name="\_PW.T: BlackHole Off" iconid="27">

<Param name="State" value="0" />

<Param name="StartY" value="0" />

<Param name="StartX" value="0" />

</Transition>

</TransitionDLL>

## Filter On/Off 过滤进入/移出

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter参数** | **Type类型** | **Default默认值** | **Scope范围** | **Comment说明** |
| *State* | INT | 1 | Zero Or Nonzero | zero：Filter Off  nonzero：Filter On |
| *Thickness* | **INT** | 10 | 1 to 100 | Line Width |
| *Spacing* | **INT** | 10 | 0 to 100 | Line Spacing |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果：

<TransitionDLL guid="{D0AA7BDD-F81F-48ca-B914-5DD196EFC398}">

<Transition name="\_PW.E: Filter On" iconid="1">

<Param name="State" value="1" />

<Param name="Thickness" value="10" />

<Param name=" Spacing" value="10" />

</Transition>

<Transition name="\_PW.E: Filter Off" iconid="1">

<Param name="State" value="0" />

<Param name="Thickness" value="10" />

<Param name=" Spacing" value="10" />

</Transition>

</TransitionDLL>

## Slot On 槽缝式进入

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果：

<TransitionDLL guid="{4615B371-8A88-4141-8CF5-3993386EAF69}" >

<Transition name="\_PW.T: Slot on" iconid="27">

</Transition>

</TransitionDLL>

## Interleave On/Off 交替进入/退出

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter参数** | **Type类型** | **默认值** | **范围** | **Comment说明** |
| *State* | **BOOL** | 1 | Zero or nonzero | Zero: Display Off  Nonzero: Display On |
| *Direction* | INT | 0 | 0 to 6 | 0: Top & Bottom  1: Left & right  2: In & Out  3: TopLeft & BottomRight  4: BottomLeft & TopRight  5: Top Corners  6: Bottom Corners |
| *Lines* | **BOOL** | 1 | Zero or nonzero | Line Orientation.  Zero: Horizontal lines  Nonzero: Vertical lines |
| *Thickness* | **INT** | 1 | 1 to 100 | Line Width. |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果：

<TransitionDLL guid="{098EA7F1-DA86-48ca-BB90-3C730BC32AD7}">

<Transition name="\_PW.E: Interleave On(Top\_Bottom,V\_Lines)" iconid="1">

<Param name="State" value="1" />

<Param name="Direction" value="0" />

<Param name="Lines" value="1" />

<Param name="Thickness" value="5" />

</Transition>

<Transition name="\_PW.E: Interleave Off(Top\_Bottom,H\_Lines)" iconid="1">

<Param name="State" value="0" />

<Param name="Direction" value="0" />

<Param name="Lines" value="0" />

<Param name="Thickness" value="5" />

</Transition>

<Transition name="\_PW.E: Interleave Off(TopCorners,V\_Lines)" iconid="1">

<Param name="State" value="0" />

<Param name="Direction" value="5" />

<Param name="Lines" value="1" />

<Param name="Thickness" value="5" />

</Transition>

</TransitionDLL>

## Line On/Off 线状移入或移出

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter参数** | **Type类型** | **默认值** | **范围** | **Comment说明** |
| *State* | BOOL | 1 | 0 or 1 | nonzero=Line On  Zero= Line Off |
| *Direction* | INT | 0 | 0 to 3 | 0: Left  1: Right  2: Up  3: Down |
| *PullPoint* | INT | 1 | >=1 | X,Y Location. |
| *LagSpacing* | **INT** | 1 | >=1 | The lag width/Line Stagger |
| *LineWidth* | **INT** | 1 | >=1 | The line width |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果

<TransitionDLL guid="{F51A5AD6-D26C-4c90-BCA5-7698EF5BD317}">

<Transition name="\_PW.E: Line On" iconid="1">

<Param name="State" value="1" />

<Param name="Direction" value="0" />

<Param name="PullPoint" value="100" />

<Param name="LagSpacing" value="3" />

<Param name="LineWidth" value="1" />

</Transition>

<Transition name="\_PW.E: Line Off" iconid="1">

<Param name="State" value="0" />

<Param name="Direction" value="2" />

<Param name="PullPoint" value="100" />

<Param name="LagSpacing" value="3" />

<Param name="LineWidth" value="1" />

</Transition>

</TransitionDLL>

## Slide On/Off 滑动移入/移出

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter参数** | **Type类型** | **默认值** | **范围** | **Comment说明** |
| *State* | BOOL | 1 | 0 or 1 | nonzero=Slide On  Zero= Slide Off |
| *Direction* | INT | 0 | 0 to 15 | 0: Left  1: Right  2: Up  3: Down  4: In  5: Out  6: Upper left  7: Upper right  8: Lower left  9: Lower right  10: Upper center  11: Lower center  12: upper corners  13: lower corners  14: center  15: All corners |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果

<TransitionDLL guid="{86E33B61-4FDF-4514-95D4-8BCDB5C33D1C}">

<Transition name="\_PW.T: Slide On" iconid="1">

<Param name="State" value="1" />

<Param name="Direction" value="0" />

</Transition>

<Transition name="\_PW.T: Slide Off" iconid="1">

<Param name="State" value="0" />

<Param name="Direction" value="1" />

</Transition>

</TransitionDLL>

## Wipe On/Off 擦除移入/移出

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter参数** | **Type类型** | **默认值** | **范围** | **Comment说明** |
| *State* | BOOL | 1 | 0 or 1 | nonzero=Wipe On  Zero= Wipe Off |
| *Direction* | INT | 0 | 0 to 15 | 0: Left  1: Right  2: Up  3: Down  4: In  5: Out  6: Upper left  7: Upper right  8: Lower left  9: Lower right  10: Upper center  11: Lower center  12: upper corners  13: lower corners  14: center  15: All corners |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果

<TransitionDLL guid="{87A66F87-E9BE-47DF-A5AD-4C7FF1582079}">

<Transition name="\_PW.T: Wipe On" iconid="1">

<Param name="State" value="1" />

<Param name="Direction" value="0" />

</Transition>

<Transition name="\_PW.T: Wipe Off" iconid="1">

<Param name="State" value="0" />

<Param name="Direction" value="1" />

</Transition>

</TransitionDLL>

## MultiWipe On/Off 方格擦除式移入/移出

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter参数** | **Type类型** | **Default默认值** | **Scope范围** | **Comment说明** |
| *State* | INT | 1 | Zero Or Nonzero | zero：MultiWipe Off  nonzero：MultiWipe On |
| *HWNum* | **INT** | 2 | 1 to 20 | Number of Horizontal Wipes |
| *VWNum* | **INT** | 2 | 1 to 20 | Number of Vertical Wipes |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果：

<TransitionDLL guid="{1105251F-2672-466D-9D8C-DAD7F90AA0C2}">

<Transition name="\_PW.T: MultiWipe On" iconid="1">

<Param name="State" value="1" />

<Param name="HWNum" value="3" />

<Param name="VWNum" value="3" />

</Transition>

<Transition name="\_PW.T: MultiWipe Off" iconid="1">

<Param name="State" value="0" />

<Param name="HWNum" value="3" />

<Param name="VWNum" value="3" />

</Transition>

</TransitionDLL>

## Push On推动进入

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter参数** | **Type类型** | **默认值** | **范围** | **Comment说明** |
| *Direction* | INT | 0 | 0 to 15 | 0: Left  1: Right  2: Up  3: Down  4: In  5: Out  6: Upper left  7: Upper right  8: Lower left  9: Lower right  10: Upper center  11: Lower center  12: upper corners  13: lower corners  14: center  15: All corners |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果

<TransitionDLL guid="{2386E440-D525-4227-A275-E06A6D2D2F81}">

<Transition name="\_PW.T: Push On" iconid="1">

<Param name="Direction" value="1" />

</Transition>

</TransitionDLL>

## Radar On/Off 雷达扫描式进入/退出

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter参数** | **Type类型** | **默认值** | **范围** | **Comment说明** |
| *State* | INT | 1 | Zero Or Nonzero | Zero：Radar Off  nonzero：Radar On |
| *Direction* | INT | 0 | 0 Or 1 | Direction.  0: Clockwise  1: Counterclockwise |
| *PointerColor* | RGB | 0 | 0 to 0xFFFFFFFF | Edge Color.  Red：0xFF  Green：0xFF00  Blue：0xFF0000  White：0xFFFFFFFF  Black：0x00 |
| *PointerWidth* | INT | 1 | 0 to 10 | Edge Width. Zero means invisible. |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果

<TransitionDLL guid="{3D75C64D-6706-4DC0-A287-BC8695676DAD}">

<Transition name="\_PW.T: Radar On" iconid="1">

<Param name="State" value="1" />

<Param name="Direction" value="0" />

<Param name="PointerColor" value="0xFFFF" />

<Param name="PointerWidth" value="3" />

</Transition>

<Transition name="\_PW.T: Radar Off" iconid="1">

<Param name="State" value="0" />

<Param name="Direction" value="1" />

<Param name="PointerColor" value="0xFF" />

<Param name="PointerWidth" value="1" />

</Transition>

</TransitionDLL>

## Venetian On/Off百叶窗式进入/退出

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter参数** | **Type类型** | **默认值** | **范围** | **Comment说明** |
| *State* | BOOL | 1 | 0 or 1 | nonzero=Wipe On  Zero= Wipe Off |
| *Direction* | INT | 0 | 0 to 3  6 to 9 | 0: Left  1: Right  2: Up  3: Down  6: Upper left  7: Upper right  8: Lower left  9: Lower right |
| *BlindWidth* | INT | 4 | 4 to 64 | Blind width |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果

<TransitionDLL guid="{A43598F6-C2FC-4FE3-816C-9599E6D0CD9B}">

<Transition name="\_PW.T: Venetian On" iconid="2">

<Param name="State" value="1" />

<Param name="Direction" value="0" />

<Param name="BlindWidth" value="6" />

</Transition>

<Transition name="\_PW.T: Venetian Off" iconid="2">

<Param name="State" value="0" />

<Param name="Direction" value="0" />

<Param name="BlindWidth" value="8" />

</Transition>

</TransitionDLL>

## Coalesce On/Off 愈合式进入/退出

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter参数** | **Type类型** | **默认值** | **范围** | **Comment说明** |
| *State* | BOOL | 1 | 0 or 1 | nonzero=Wipe On  Zero= Wipe Off |
| *EntityWidth* | INT | 3 | 1 to 32 | Entity Width |
| *EntityHeight* | INT | 3 | 1 to 32 | Entity Height |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果

<TransitionDLL guid="{C83F0057-B7F1-44E9-9EBF-648A57B3BE7E}">

<Transition name="\_PW.T: Coalesce On" iconid="4">

<Param name="State" value="1" />

<Param name="EntityWidth" value="5" />

<Param name="EntityHeight" value="10" />

</Transition>

<Transition name="\_PW.T: Coalesce Off" iconid="4">

<Param name="EntityWidth" value="5" />

<Param name="EntityHeight" value="10" />

</Transition>

</TransitionDLL>

## Fade On/Off 淡入/淡出

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter参数** | **Type类型** | **默认值** | **范围** | **Comment说明** |
| *State* | BOOL | 1 | 0 or 1 | nonzero=Fade On  Zero= Fade Off |

下列 XML 代码显示了 Windows Movie Maker 中如何使用此效果

<TransitionDLL guid="{2F1F21F4-5093-4C2C-B96D-973295079000}">

<Transition name="\_PW.T: Fade On" iconid="4">

<Param name="State" value="1" />

</Transition>

<Transition name="\_PW.T: Fade Off" iconid="4">

<Param name="State" value="0" />

</Transition>

</TransitionDLL>

# Glossary词汇表

下面的术语是本文档中使用的术语，通常在为 DirectX 或 Windows Movie Maker创建效果或过渡时更为常用。

|  |  |
| --- | --- |
| **Term词汇名称** | **Comment 说明** |
| AddOnTFX | 放置扩展 Movie Maker 的过渡和效果的 XML 文件的目录名称。例如，C:\Program Files\Movie Maker\Shared\AddOnTFX。必须创建该目录。 |
| SpecialEffect | 特殊效果，用于 Windows Movie Maker 过渡和效果的通用术语，用来提高视觉满意度 |