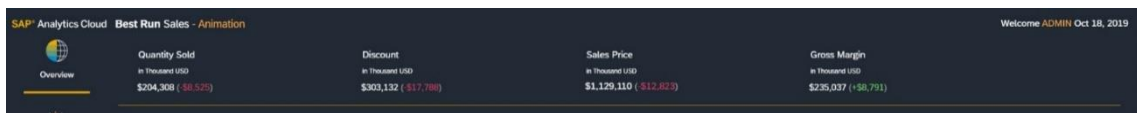## 5.16.2   Sample 1 – Create Animation

In this sample, we add animation to the header above, making the tiles (widgets) shift from right to left repeatedly.

We use the Timer and Layout script APIs.

```
// Start a timer
Timer_1.start(ANIMATION_INTERVAL);
// To make the Widget moving, the Layout API is used to dynamically
// change the position of the widget.
// These are the 4 panels we want to apply animation to
PANELS = [Panel_10, Panel_11, Panel_12, Panel_13];
var numOfPanels = PANELS.length;
var moveStep = 0.1;

var firstPanel = PANELS[0];
var leftMarginOfFirstPanel = firstPanel.getLayout().getLeft().value;
var panelWidth = firstPanel.getLayout().getWidth().value;
var padding = 0;

if (leftMarginOfFirstPanel >= moveStep) {
  for (var i = 0; i < numOfPanels; i++) {
    var layout = PANELS[i].getLayout();
    layout.setLeft(LayoutValue.create(layout.getLeft().value - moveStep,
LayoutUnit.Percent));
  }
} else {
  // Move the first panel to end
  firstPanel.getLayout().setLeft(LayoutValue.create((panelWidth + padding)*
numOfPanels, LayoutUnit.Percent));
  for (i = 0; i < numOfPanels - 1; i++) {
    PANELS[i] = PANELS[i+1];
  }
  PANELS[i] = firstPanel;
  Util_Animation.doAnimation();
}
```

5.16.3   Sample 2 – Automatically Play the Application

This is an interesting requirement coming from customer. This customer wants an application that's displayed in a big screen with its pages automatically played in turn similar as a page book and can be manually stopped at will.

We can do it with Timer and TabStrip.