

# ***QProGIF***

*ActiveX Control*

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# Introduction

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QProGIF is an ActiveX Control, written in Visual Basic 6 Prof. Ed. (SP 4) with the purpose of displaying animated GIF files.

This manual will cover all the features of ***version 1.11fw***, which is the latest version of QProGIF dated February 2001. In order to receive the latest version of QProGIF at any time, send an email to [qprophecy@chello.nl](mailto:qprophecy@chello.nl) stating you would like to receive a copy.

QProGIF is released as Freeware by QProphecy, January 2001. Freeware is programming that is offered at no cost, however it is copyrighted. Feel free to use and/or distribute QProGIF.

# Uninstalling old version of QProGIF

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In case you have an old version of QProGIF installed on the computer, it would be advisable to first uninstall it, before installing the newer version.

It is good policy to install any ActiveX control into the systems directory of the computer; therefore this manual assumes you have done this. In case you have installed QProGIF elsewhere in the past, then uninstall QProGIF from that location.

The systems directory of a Windows 98 machine is usually C:\Windows\System32\  
Of a Windows NT or Windows 2000 machine is usually C:\Winnt\System32\

- Open a DOS-box; **>Start >Run >Command**
- Go to the systems directory of the computer, e.g. **CD Winnt\System32\**
- Type in **Regsvr32 /U QProGIF.ocx**

If QProGIF is successfully uninstalled, you are ready to install the newer version.

# Installing QProGIF

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As told in the previous part, it is good policy to install any ActiveX control into the systems directory of the computer.

- Copy the version of QProGIF you want to use into the systems directory of the computer.
- Open a DOS-box; **>Start >Run >Command**
- Go to the systems directory of the computer, e.g. **CD Winnt\System32\**
- Type in **Regsvr32 QProGIF.ocx**

If QProGIF is successfully installed, you are ready to proceed to the next step.

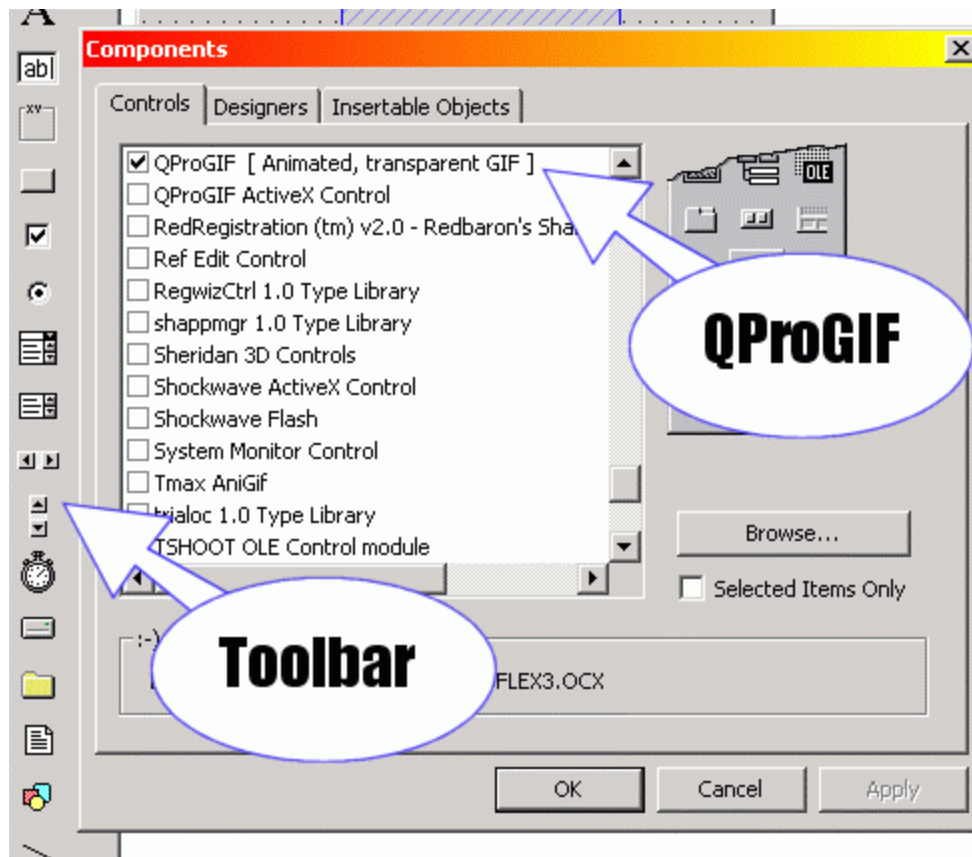
# Implementing QProGIF

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At this point, you are able to use QProGIF in your projects. The ActiveX control can be used in various programming languages, like HTML, Visual C++, Visual Basic and lots of others. This manual however only discusses the implementation and use of QProGIF in Visual Basic.

- Start Visual Basic
- On the Toolbox right click the mouse, select Components
- Look in the Controls-Tab for **QProGIF [ Animated, transparent GIF ]**, select it and then click **OK**. QProGIF will be added to the Toolbox

The QProGIF control is implemented into your project.



# Properties and Events of QProGIF

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QProGIF has various properties and events, which may be used to manipulate the course of the animation. Some properties are listed in *Properties* and some are not, depending of their nature. Here is the alphabetically list of all the custom properties and events.

## Properties:

- **CurrentFrame** : This is a counter which keeps track of the current frame
- **Filename** : The filename of the animated GIF
- **FrameEnd** : The animation loops or stops at the given frame number. If FrameEnd is set to 0 (zero), the default end-frame is used to loop or stop
- **FrameStart** : The animation starts at the given frame number. If FrameStart is set to 0 (zero), the default start-frame is used to start (which is always frame 1 (one))
- **LoopAnimation** : This Boolean is used to determine whether the animation should loop, or not
- **PauseAnimation** : This Boolean is used to pause the animation at any time
- **Speed** : Sets the speed (in milliseconds per frame) of the animation. If Speed is set to 0 (zero), the default speed of the animated GIF is used

## Events:

- **\_Click()** : This event is triggered when the animated GIF is clicked on
- **\_DbClick()** : This event is triggered when the animated GIF is double clicked
- **\_KeyPress(KeyAscii As Integer)** : This event is triggered when a key is pressed. KeyAscii returns the Ascii code, corresponding the key

# Property Pages : Animation

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A brief description of the property pages

- 1) Browse with ease to locate the animated GIF you would like to display
- 2) Edit variables to manipulate the course of the animation
- 3) Apply or cancel your actions

