

ZEROIT DEV TRANSITION FRAMEWORK

ZEROIT.FRAMEWORK.TRANSITIONS
ZEROIT DEV



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ZEROIT ANIMATOR EDIT

PROPERTIES

TYPE	DESCRIPTION
Rotate	Rotates the target control
Scale	Scales the target control
Scale and Rotate	Scale and Rotates the target control
Slide (Vertical)	Slides the target control vertically from top to down
Slide (Horizontal)	Slides the target control horizontally from left to right
Scale and Horizontal Slide	Scale and Slide the target control horizontally from left to right
Horizontal Slide and Rotate	Rotate and Slide the target control horizontally from left to right
Transparent	This makes the target control transparent using fade in functionalities
Leaf	Applies a leaf style animation to the target control
Mosaic	Applies a break apart animation to the target control
Blind (Vertical)	Applies a blind style animation vertical from top to down to the target control.
Blind (Horizontal)	Applies a blind style animation horizontally from left to right to the target control.
Particles	Applies a particle style animation
Custom	Applies a custom animation to the target control using the properties above and

	various coefficients to achieve a desired effect.

PROCEDURE

1. Add animation control from the toolbox.
2. Choose a **Target** control¹ from the properties panel. Selecting input types programmatically allows the programmer to apply one animation to different target controls upon the occurrence of a particular event.
3. In the property panel, select **Customize** (**Editor**²). This pops up the animation editor.
4. Select the **Animation Type** you want to apply to the control. This can also be done programmatically.
5. Input a value into **Duration** to change the length of the animation. Providing a lower duration increases the speed of the animation.
6. Increase the **Interval** to slow down the rate of speed of the animation.
7. Provide a value for the **Target Width** to change the target control's width during the animation. Choose the same width for the target control to allow the control remain the same during animation.

¹ This refers to the control you intend to apply the animation to.

² This is where the animation editor resides. Choosing customize will pop up the animation editor

8. Provide a value for the `Target Height` to change the target control's height during the animation. Choose the same height for the target control to allow the control remain the same during animation.
9. You can change the control you want to apply the animation to in the `Control` section in the editor.
10. Preview the animation by clicking on the preview animation to see how the animation will look like.
11. Start the animation by using the `Activate()` function when a particular event has to occur.

OTHER USAGE

Use it to provide a reflection effect for controls. Whenever the animation control is added, all controls in the parent form have an added property `Decoration on zeroit` from which you can apply a reflection effect to the control.

ZEROIT ATOM EDITPROPERTIES

TYPE	DESCRIPTION
Back Color	Applies a color animation to the BackColor property of the target control
Fore Color	Applies a color animation to the ForeColor property of the target control
Location	Applies an animation to the Location property of the target control. This can lead to the target control moving from one destination to the other.
Size	Applies an animation to the Size property of the target control. This can lead to the target having a scaling effect.
None	This applies no animation to the control.
SUPPORTING EFFECTS TO THE ANIMATION PROPERTIES	DESCRIPTION
Reverse	This reverses the animation upon completion to its former state through the same animation property.

Transition	<p>Sets the easing function for the animation. Available functions are as follows:</p> <ol style="list-style-type: none">1. <u>Default</u>: The default transition effect used by the editor.2. <u>EaseIn</u>: Provides an ease-in transition effect to the target control.3. <u>EaseOut</u>: Provides an ease-out transition effect to the target control.4. <u>EaseInEaseOut</u>: Provides an ease-in ease-out transition effect to the target control.5. <u>Linear</u>: Provides a linear transition effect to the target control.6. <u>CustomAnimation2Points</u>: Provides a transition effect using 2 points. Every property has a custom point respectively. Points 1 and 2 are related this transition.7. <u>CustomAnimation3Points</u>: Provides a transition effect using 3 points. Every property has a custom point respectively. Points 1 to 3 are related this transition.8. <u>CustomAnimation4Points</u>: Provides a transition effect using 4 points. Every property has a custom point
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	respectively. Points 1 to 4 are related this transition.
Duration	This refers to the duration of the animation in seconds. The default is 2seconds. Setting a lower value increases the speed of the animation.
Control	All controls in the form are here. Select from here to apply the animation to the control.

PROCEDURE

1. Add animation control from the toolbox.
2. Choose a **Control**³ from the properties panel. Selecting input types programmatically allows the programmer to apply one animation to different target controls upon the occurrence of a particular event.
3. In the property panel, select **Customize** (**Editor**⁴). This pops up the animation editor.
4. Choose the type of animation you want to apply to the target control by selecting from the comboBox in the **Animated Property** section.

³ This refers to the control you intend to apply the animation to.

⁴ This is where the animation editor resides. Choosing customize will pop up the animation editor

5. **Reverse** the animation by selecting Yes in the reverse comboBox section. By selecting No, the animation remains at the destination it was intended by the programmer.
6. Choose the type of **Transition** you want to apply to the target control from Transition comboBox section. Selecting **CustomAnimationPoint*** means you will be applying the point coordinates (X, Y) to achieve a desired transition effect.
7. Set the **Duration** of the animation in the duration section. The duration is in seconds. The default duration is 2s. Setting a floating point value higher the default will result in the animation slower. The reverse is true.
8. You can change the control you want to apply the animation to in the **Control** section in the editor.
9. **Preview** the animation by clicking on the preview animation to see how the animation will look like.
10. Start the animation by using the **Activate()** function when a particular event has to occur.

ZEROIT PEACE ANIM EDIT

PROPERTIES

ANIMATION MODE	DESCRIPTION
1D	<p>Provides a Width and Height animation to target control.</p> <p>It also provides Value animation to progress bar target control.</p> <p>It does also provide Opacity animation to Form target control to achieve a fade-in fade-out animation. For this animation to work, the control has to be a form.</p> <p>The Custom animation provides animation to any single numeric property by a target control. The name of the property has to be specified in the "Custom Property Name" box.</p>
2D	<p>Provides a Location and Size animation to target control.</p> <p>A target control will move from one destination to another if the animation is a Location animation.</p> <p>A target control will scale to a particular size if a Size animation is selected</p>
3D (Color Animations)	<p>Provides a BackColor and ForeColor animation to target control.</p> <p>It also does provide animation to any property if the property is a Color.</p> <p>NB: An exception will be thrown if the property specified is not of the type Color.</p>

Default	<p>This provides no animation to the target control.</p> <p>Selecting this will throw a type conversion error. The main purpose of the control was to provide animation. Choose any of the stipulated animations above to avoid this error.</p>
1D ANIMATION PARAMETERS	DESCRIPTION
Property	<p>This sets the property you want to apply the animation to. The available properties are as follows</p> <ol style="list-style-type: none"> 1. Width: Animates the target control's Width given the start and end values below. 2. Height: Animates the target control's Height given the start and end values below. 3. Value: Animates the target control's Value property. This normally applies to progress controls and other controls which have Value property 4. Opacity: Animates a form target control's Opacity property. This animation only applies to form controls and controls which have Opacity property. 5. Custom: Animates the target control's property as provided by "Custom Property Name" box. It only animates single numeric properties. Properties that are not numeric in type will cause an error.

Custom Property Name	Provide the property name you want to animate when the property you select is Custom as indicated above.
Easing	<p>Applies an easing animation functionality to the animation.</p> <p>This is the heart of the animation.</p> <p>Available easing functions are as follows:</p> <ol style="list-style-type: none"> 1. Bounce <ol style="list-style-type: none"> a) Ease-In b) Ease-Out c) Ease-In-Out d) Ease-Out-In 2. Circular <ol style="list-style-type: none"> a) Ease-In b) Ease-Out c) Ease-In-Out 3. Cubic <ol style="list-style-type: none"> a) Ease-In b) Ease-Out c) Ease-In-Out 4. Exponential <ol style="list-style-type: none"> a) Ease-In b) Ease-Out c) Ease-In-Out 5. Quadratic <ol style="list-style-type: none"> a) Ease-In b) Ease-Out c) Ease-In-Out 6. Quartic <ol style="list-style-type: none"> a) Ease-In b) Ease-Out c) Ease-In-Out 7. Quintic <ol style="list-style-type: none"> a) Ease-In

	b) Ease-Out c) Ease-In-Out 8. Sinusoidal a) Ease-In b) Ease-Out c) Ease-In-Out 9. Linear 10. None
Start	Property value of where the animation should Start from.
End	Property value of where the animation should End.
Duration (ms)	The Duration of the animation in milliseconds.
Delay (ms)	The Delay time of the animation in milliseconds before it starts.
2D ANIMATION PARAMETERS	DESCRIPTION
Property	This sets the property you want to apply the animation to. The available properties for this animation are: 1. Location : For animating target controls from one destination to another. 2. Size : Provides a scaling animation.
Easing	Same as the easing functions above.
Continued Easing	Same as the easing functions above.
Width Start	Start value of the width property.
Width End	End value of the width property.

Width Duration	Duration of the width animation
Width Delay	Delay value in milliseconds of the width animation before the animation proceeds.
Height Start	Start value of the Height property
Height End	End value of the Height property
Height Duration	Duration of the height animation
Height Delay	Delay value in milliseconds of the height animation before the animation proceeds.
Continued Width Start	Start value of the width property when the animation has to continue on a different path from the previous animation. NB: Applicable when Path Continue is set to true.
Continued Width End	End value of the width property when the animation has to continue on a different path from the previous animation. NB: Applicable when Path Continue is set to true.
Continued Width Duration	Duration (in milliseconds) of the width animation when the animation has to continue on different path from the previous animation. NB: Applicable when Path Continue is set to true.
Continued Width Delay	Delay (in milliseconds) of the width animation when the animation has to continue on different path from the previous animation. NB: Applicable when Path Continue is set to true.

Continued Height Start	<p>Start value of the height property when the animation has to continue on a different path from the previous animation.</p> <p>NB: Applicable when Path Continue is set to true.</p>
Continued Height End	<p>End value of the height property when the animation has to continue on a different path from the previous animation.</p> <p>NB: Applicable when Path Continue is set to true.</p>
Continued Height Duration	<p>Duration (in milliseconds) of the height animation when the animation has to continue on different path from the previous animation.</p> <p>NB: Applicable when Path Continue is set to true.</p>
Continued Height Delay	<p>Delay (in milliseconds) of the height animation when the animation has to continue on different path from the previous animation.</p> <p>NB: Applicable when Path Continue is set to true.</p>
3D ANIMATION PARAMETERS	DESCRIPTION
Property	<p>This sets the property you want to apply the animation to. The available properties for this animation are:</p> <ol style="list-style-type: none"> 1. BackColor: For animating target control's BackColor property. 2. ForeColor: For animating target control's ForeColor property.

	3. Custom: This animates a named color property as provided in the “Color Property Name” box.
Color Property Name	The custom color property you want to animate.
Easing	Same as the easing functions above.
Start Color	Where the color animation will start from.
End Color	Where the color animation will end at.
Duration (ms)	Duration of the color animation in milliseconds.
Delay (ms)	Delay before the start of the animation in milliseconds.
SUPPORTING PROPERTIES	DESCRIPTION
Path Continue	Set to true to enable the animation continue on a different trajectory.
Repeat	This repeats the animation indefinitely. This is not the same as reverse.
Reverse	This reverses the animation indefinitely. Will only work when Repeat is set to true.

PROCEDURE

1. Add animation control from the toolbox.
2. Choose a `Control`⁵ from the properties panel. Selecting input types programmatically allows the programmer to apply one animation to different target controls upon the occurrence of a particular event.
3. In the property panel, select `Customize (Editor`⁶). This pops up the animation editor.
4. Choose the type of animation you want to apply to the target control by selecting from the comboBox in the `Animated Mode` section.
5. Each animation mode has its set of parameters. Alter the parameters accordingly as described in section on PROPERTIES.
6. After making changes to your desire, preview the animation by using the Preview button to see how the animation will look like when your program is run. Do not be deceived by what you see after preview as it might not be exactly the same when you run your program. This does not provide exact accuracy or precision but only an emulation of a particular effect.
7. Press OK to save the animation parameters.
8. Activate the animation by using the `StartFaster()`, `StartFast()` and `StartSlow()`. The meaning is as the name suggests. Each has its own

⁵ This refers to the control you intend to apply the animation to.

⁶ This is where the animation editor resides. Choosing customize will pop up the animation editor

positive advantages and disadvantages with an exception of `StartFaster()` which has proven to be much efficient and consumes less resources.

9. Stop the animation by using the either the `Stop()` and `AutoStop()` functions.

ZEROIT TRANSITOR EDIT (LOCATION ANIMATIONS)

PROPERTIES

TYPE	DESCRIPTION
Acceleration	Applies an Acceleration animation to a target control to a particular destination.
Deceleration	Applies a Deceleration animation to a target control to particular destination.
Bounce	Applies a Bounce animation to a target control.
Critical Damping	Applies an animation that accelerates the target control on start and in the mid-duration it decelerates the target control to its destination.
EaseInEaseOut	Applies an ease-in-out animation to the target control.
Flash (Swing)	<p>Applies a Swing animation to a target control.</p> <p>The default number of times the target control is set to 1. You can increase the swing to any number that you want.</p> <p>A value of 0 will cause an error. It will cause the editor to close. Always set a value above 0.</p> <p>When you set the value programmatically and provide a value of 0, this will throw an exception and break your program. Always avoid setting the value to 0.</p>
Linear	Applies a Linear animation to the target control

Zeroit (Magic Appear)	The target control reappears at its destination by applying an acceleration and half way through its duration it applies a deceleration.
Throw and Catch	Applies a throw and catch style animation to the target control.
SUPPORTING ANIMATION PARAMETERS	DESCRIPTION
Position	<p>Sets where the animation should start from.</p> <p>Available values are:</p> <ol style="list-style-type: none"> 1. Left: Animation is applied horizontally. 2. Top: Animation is applied vertically.
Duration (ms)	Sets the Duration of the animation in milliseconds.
Destination	<p>Sets the destination of the animation.</p> <p>The value you set here depicts what will happen when the animation starts in the main program.</p> <p>Accuracy and Precision is deviated in this editor. It just mimics what will happen.</p>
Number of Flashes (Swings)	<p>Sets the number of swings when the animation is set to Flash.</p> <p>NB: Do not set a value below 1.</p>

PROCEDURE

1. Add animation control from the toolbox.
2. Choose a **Target**⁷ control from the properties panel. Selecting input types programmatically allows the programmer to apply one animation to different target controls upon the occurrence of a particular event.
3. In the property panel, select **Customize (Editor)**⁸. This pops up the animation editor.
4. Choose the type of animation you want to apply to the target control by selecting from the comboBox in the **Transition** section.
5. Set the **Position** (orientation) you want the animation to start from. A Top position means the animation will be applied vertically. A Left position means the animation will be applied horizontally.
6. Set the **Duration** of the animation in milliseconds (**1000ms = 1s**).
7. Set the Destination of the animation. This is the limit you want the target control to be.
8. Leave the **No. of Flashes (swings)** to the default value if the transition is not set to swing. Otherwise, you can set the **No. of flashes** (swings) to any desired number.

⁷ This refers to the control you intend to apply the animation to.

⁸ This is where the animation editor resides. Choosing customize will pop up the animation editor

9. If you intend to change your mind as to applying the animation to the target control you selected prior to the pop up of the animation editor, select you desired target control from the [Control](#) section.
10. Press OK to apply the changes.
11. Activate the animation by using the `Activate()` function.

ZEROIT OJ ANIM EDIT

PROPERTIES

TYPE	DESCRIPTION
Color	Applies a color animation to the target control's BackColor
Form	Applies an animation to a form as a target control.
Standard (Location)	Applies a hop, shoot, slide and slug animation to the target control. This applies animation to the target control's location.
COLOR ANIMATION PARAMETERS	DESCRIPTION
Animation	<p>This sets the type of animation you want to apply to the target control's BackColor.</p> <p>Available animation types are:</p> <ol style="list-style-type: none"> 1. FillEllipse: Animation is done in a circular way by filling the target control BackColor using the circle's color. 2. FillSquare: Animation is done in a rectangular way by filling the target control's BackColor using the rectangle color. 3. SlideFill: Animation is done by using a sliding rectangle. 4. StripeFill: Animation is done using several sliding from both ways to fill the target control.

Color	Choose a color from the color dialog box to apply it to the target control.
Delay	Increasing the value will delay or slow the animation. A lesser value results in a faster animation.
Keep Color	When set to Yes, the color is retained. When set to No, the color is not retained.
FORM ANIMATION PARAMETERS	DESCRIPTION
Animation	This sets the type of animation you want to apply to the target control (Form). Available animation types are: 1. Fade-In : Applies a fade-in effect. 2. Fade-Out : Applies a fade-out effect.
Delay	Increasing the value will delay or slow the animation. A lesser value results in a faster animation.
STANDARD ANIMATION (LOCATION) PARAMETERS	DESCRIPTION
Animation	This sets the type of animation you want to apply to the target. Available animation types are:

	<ol style="list-style-type: none"> 1. Hop: Applies a hop effect. 2. Shoot-Left: Applies an acceleration effect from the right to left. <p><u>NB: (Has an issue).</u></p> <ol style="list-style-type: none"> 3. Shoot-Right: Applies an acceleration effect from the left to right. 4. Slide-Up: Slides the target control up as the name suggests. 5. Slide-Down: Slides the target control down as the name suggests. 6. Slide-Left: Slides the target control from right to left. 7. Slide-Right: Slides the target control from left to right. 8. Slug-Left: Applies a slug effect from right to left. 9. Slug-Right: Applies a slug effect from left to right.
Hop Delay	<p>Sets the delay time of the hop animation in seconds.</p> <p>A lower value increases the speed.</p>
Shoot Delay	<p>Sets the delay time of the shoot animation in seconds.</p> <p>A lower value increases the speed.</p>
Slide Delay	<p>Sets the delay time of the slide animation in seconds.</p> <p>A lower value increases the speed.</p>

Slug Delay 0	Sets the delay time of the slug animation in seconds. NB: Achieves no effect
Slug Delay	Sets the speed of the slug animation in seconds. A lower value increases the speed.
SUPPORTING PARAMETERS	DESCRIPTION
Speed	Sets the speed of the animation in seconds. A higher value rather increases the speed of the animation.
Upper-Limit Speed	Sets the upper speed limit.
Lower-Limit Speed	Sets the lower speed limit.

PROCEDURE

1. Add animation control from the toolbox.
2. Choose a **Control**⁹ from the properties panel. Selecting input types programmatically allows the programmer to apply one animation to

⁹ This refers to the control you intend to apply the animation to.

different target controls upon the occurrence of a particular event.

3. In the property panel, select `Customize` (`Editor`¹⁰). This pops up the animation editor.
4. Choose the type of animation you want to apply to the target control by selecting from the comboBox in the `Mode` section.
5. Set the speed of the animation. A higher value will result in a faster animation.
6. Set the upper and lower speed limits or you can leave it at the default values.
7. Press OK to apply the changes.
8. Activate the animation by using the `Start()` function.

¹⁰ This is where the animation editor resides. Choosing customize will pop up the animation editor

ZEROIT PIZARO ANIM EDITPROPERTIES

TYPE	DESCRIPTION
Fade	Applies Fade animation to the target control.
Fade-In	Applies Fade-In animation to the target control.
Fade-In-And-Show	Applies Fade-In and Show animation to the target control.
Fade-Out	Applies Fade-Out animation to the target control.
Fade-Out-And-Hide	Applies Fade-Out and Hide animation to the target control.
Resize	Applies a scale animation to the target control.
Resize-Height	This scales the target control vertically from top to down.
Resize-Width	This scales the target control horizontally from left to right.
Slide	This slides the target control from the top left angle towards down.
Slide-From	This Slides the target control from right to left.
None	This stops the animation
FADE PARAMETERS	DESCRIPTION
Begin	The start opacity level of the target control.

	This ranges from 0.00-1.00
Limit	The End opacity level of the target control. This ranges from 0.00-1.00
FADE-IN PARAMETERS	DESCRIPTION
Begin	The start opacity level of the target control. This ranges from 0.00-1.00
Limit	The End opacity level of the target control. This ranges from 0.00-1.00
FADE-IN-AND-SHOW PARAMETERS	DESCRIPTION
Begin	The start opacity level of the target control. This ranges from 0.00-1.00
Limit	The End opacity level of the target control. This ranges from 0.00-1.00
FADE-OUT PARAMETERS	DESCRIPTION
Begin	The start opacity level of the target control. This ranges from 0.00-1.00

Limit	The End opacity level of the target control. This ranges from 0.00-1.00
FADE-OUT AND HIDE PARAMETERS	DESCRIPTION
Begin	The start opacity level of the target control. This ranges from 0.00-1.00
Limit	The End opacity level of the target control. This ranges from 0.00-1.00
RESIZE PARAMETERS	DESCRIPTION
Start X (Width Begin)	The Width the animation should begin from.
End X (Width Limit)	The Width the animation should end at.
Start Y (Height Begin)	The Height the animation should begin from.
End Y (Height End)	The Height the animation should end at.
RESIZE-HEIGHT PARAMETERS	DESCRIPTION
Begin	The initial size of the target control from which it has to be resized vertically from top to down.
Limit	The end size of the target control from which it has to be resized vertically from top to down.

RESIZE-WIDTH PARAMETERS	DESCRIPTION
Begin	The initial size of the target control from which it has to be resized horizontally from left to right.
Limit	The end size of the target control from which it has to be resized horizontally from left to right.
SLIDE PARAMETERS	DESCRIPTION
Start X (Horizontal Begin)	Use Slide-From Animation
End X (Horizontal Limit)	Use Slide-From Animation
Start Y (Vertical Begin)	Use Slide-From Animation
End Y (Vertical Limit)	Use Slide-From Animation
SLIDE-FROM PARAMETERS	DESCRIPTION
Start X (Horizontal Begin)	The starting point of animation horizontally, to slide from.
End X (Horizontal Limit)	The ending point of animation horizontally, to slide to. NB: Setting the same for End X and End Y will slide diagonally.
Start Y (Vertical Begin)	The starting point of animation vertically, to slide from.
End Y (Vertical Limit)	The starting point of animation vertically, to slide to.

	NB: Setting the same for End X and End Y will slide diagonally.
SUPPORTING PARAMETERS	DESCRIPTION
Easing	<p>Applies an easing animation functionality to the animation.</p> <p>This is the heart of the animation.</p> <p>Available easing functions are as follows:</p> <ol style="list-style-type: none"> Bounce <ul style="list-style-type: none"> e) Ease-In f) Ease-Out g) Ease-In-Out h) Ease-Out-In Circular <ul style="list-style-type: none"> d) Ease-In e) Ease-Out f) Ease-In-Out Cubic <ul style="list-style-type: none"> d) Ease-In e) Ease-Out f) Ease-In-Out Exponential <ul style="list-style-type: none"> d) Ease-In e) Ease-Out f) Ease-In-Out Quadratic <ul style="list-style-type: none"> d) Ease-In e) Ease-Out f) Ease-In-Out Quartic <ul style="list-style-type: none"> d) Ease-In e) Ease-Out f) Ease-In-Out

	<p>7. Quintic</p> <ul style="list-style-type: none"> d) Ease-In e) Ease-Out f) Ease-In-Out <p>8. Sinusoidal</p> <ul style="list-style-type: none"> d) Ease-In e) Ease-Out f) Ease-In-Out <p>9. Linear</p> <p>10. None</p>
Easing Start	This sets where the easing effect should start from.
Easing End	This sets where the easing effect should end at.
Acceleration	<p>Sets the acceleration. Doesn't have any effect on the animation.</p> <p>Ignore providing any value for this property.</p>
Duration	<p>Sets the Duration of the animation.</p> <p>A lower value increases the speed of the animation.</p>

PROCEDURE

1. Add animation control from the toolbox.
2. Choose a **Control**¹¹ from the properties panel. Selecting input types programmatically allows the programmer to apply one animation to

¹¹ This refers to the control you intend to apply the animation to.

different target controls upon the occurrence of a particular event.

3. In the property panel, select `Customize (Editor12)`. This pops up the animation editor.
4. Choose the type of animation you want to apply to the target control by selecting from the comboBox in the `Animation Type` section.
5. Set the speed of the animation. A higher value will result in a faster animation.
6. Provide values for the Easing Start and Easing End. You can leave it at its default values.
7. Set the type of Easing you want to apply to the target control.
8. Preview the animation using the Preview button for the respective animation types.
9. Press OK to apply the changes.
10. Activate the animation by using the `Activate()` function.

¹² This is where the animation editor resides. Choosing customize will pop up the animation editor

ZEROIT VIS ANIM EDIT

PROPERTIES

TYPE	DESCRIPTION
Bottom Anchored Height Effect	Applies a Bottom Height animation effect where the target control increases in height draws near the bottom of the target control's region.
Top Anchored Height Effect	The target control goes up, bounces back up and later gets restored to its initial height during the animation.
Left Anchored Width Effect	The right side of the target control moves right first, then it moves to the left and bounces back to its original position.
Right Anchored Width Effect	The left side of the target control moves left first, then it moves to the right and bounces back to its original position.
Color Channel Shift Effect	<p>This changes a specific color property of the target control from one color to the other.</p> <p>NB: Maximum value is 255 Minimum value is 0</p> <p>Setting values above maximum and below the minimum will throw an exception.</p>
Color Shift Effect	<p>This changes a specific color property of the target control from one color to the other. Ho</p> <p>However, compared with the Color Channel Shift Effect where it is done in a gentle way, this appears to be more like an aggressively flash light changes from one color to the other.</p>

	<p>NB: Maximum value is -1 Minimum value is -255</p> <p>Setting values above maximum and below the minimum will throw an exception.</p>
Control Fade Effect	<p>Applies a fade-out-in effect to the target control.</p> <p>NB: Maximum value is 100 Minimum value is 0</p> <p>Setting values above maximum and below the minimum will throw an exception.</p>
Control Fade Effect 2	<p>This applies a fade effect to the target control.</p> <p>Make sure not to preview in the editor. It might crash. It is only applied when your program is running.</p> <p>NB: Maximum value is 100 Minimum value is 0</p> <p>Setting values above maximum and below the minimum will throw an exception.</p>
Form Fade Effect	<p>This applies a fade effect to the target control (form).</p> <p>The target control should be a form otherwise it will not work.</p>
Font Size Effect	<p>This applies a font scale effect to the target control.</p> <p>NB: Maximum value is 100</p>

Fold Effect	<p>Applies a fold effect from all angles of the target control.</p> <p>Setting the Minimum Width and Height as well as the Maximum Width and Height to 0 will not restore the target control.</p> <p>If you want restoration the values should exceed 0.</p> <p>NB: Maximum value is 100,000 Minimum value is 10,000</p> <p>Setting values above maximum and below the minimum will throw an exception.</p>
Horizontal Fold Effect	Applies a horizontal fold effect towards the center of the target control
Vertical Fold Effect	Applies a vertical fold effect towards the center of the target control
X Location Effect (Horizontal Animation)	This moves the target control from right to left and back to its original position.
Y Location Effect (Vertical Animation)	This moves the target control from top to down and back to its original position.
SUPPORTING PARAMETERS	DESCRIPTION
Easing	<p>Applies easing functions to the animation.</p> <p>Available Easing Functions are:</p> <ol style="list-style-type: none"> 1. Back <ol style="list-style-type: none"> a. Ease-In b. Ease-Out

- c. Ease-In-Out
- d. Ease-Out-In

2. Bounce

- a. Ease-In
- b. Ease-Out
- c. Ease-In-Out
- d. Ease-Out-In

3. Back

- a. Ease-In
- b. Ease-Out
- c. Ease-In-Out
- d. Ease-Out-In

4. Circular

- a. Ease-In
- b. Ease-Out
- c. Ease-In-Out
- d. Ease-Out-In

5. Cubic

- a. Ease-In
- b. Ease-Out
- c. Ease-In-Out
- d. Ease-Out-In

6. Elastic

- a. Ease-In
- b. Ease-Out
- c. Ease-In-Out
- d. Ease-Out-In

7. Exponential

- a. Ease-In
- b. Ease-Out
- c. Ease-In-Out
- d. Ease-Out-In

8. Quadratic

- a. Ease-In
- b. Ease-Out
- c. Ease-In-Out
- d. Ease-Out-In

	<p>9. Quartic</p> <ul style="list-style-type: none"> a. Ease-In b. Ease-Out c. Ease-In-Out d. Ease-Out-In <p>10. Quintic</p> <ul style="list-style-type: none"> a. Ease-In b. Ease-Out c. Ease-In-Out d. Ease-Out-In <p>11. Sinusoidal</p> <ul style="list-style-type: none"> a. Ease-In b. Ease-Out c. Ease-In-Out d. Ease-Out-In <p>12. Linear</p>
Duration (ms)	<p>Sets the duration of the animation in milliseconds.</p> <p>A lower value increases the speed of the animation.</p>
Delay	<p>Sets the Delay time in milliseconds before the animation starts.</p>
Loops	<p>Sets the number of times the animation should run. That is, the number of times the animation should be repeated.</p> <p>Set the value to 0 will run the animation indefinitely.</p>
Value To Reach	<p>Sets the values that the target control should reach.</p>

Reverse	When set to Yes, the animation reverses back to its original state.

PROCEDURE

1. Add the animation control from the toolbox.
2. Choose a **Target**¹³ control from the properties panel. Selecting input types programmatically allows the programmer to apply one animation to different target controls upon the occurrence of a particular event.
3. In the property panel, select **Customize** (**Editor**¹⁴). This pops up the animation editor.
4. Choose the type of animation you want to apply to the target control by selecting from the comboBox in the **Animation Type** section.
5. Set the Easing function you want to apply to the animation.
6. Set the Duration time of the animation in milliseconds.
7. Set the Delay time of the animation. Leave it at its default value if you want the animation to start immediately.
8. Set the Loop which sets number of times the animation should run or be repeated.
9. Set the value you want the target control to reach. Some animations will notify you as to the range of values they should be in. Make

¹³ This refers to the control you intend to apply the animation to.

¹⁴ This is where the animation editor resides. Choosing customize will pop up the animation editor

sure you do accordingly else you get an exception when your main program is running. This is very important so take note of it.

10. Set the Reverse to Yes if you want the target control to be restored to its former state.

11. Preview the animation using the Preview button for the respective animation types.

12. Press OK to apply the changes.

13. Activate the animation by using the `Activate()` function

ZEROIT SMOOTH ANIMATOR

PROPERTIES

TYPE	DESCRIPTION
Resize Vertical	Resizes the target control vertically.
Resize Horizontal	Resizes the target control horizontally.
Move Up	Moves the target control to up.
Move Down	Moves the target control to down.
Move Right	Moves the target control to right.
Move Left	Moves the target control to left.
Fade In (Form)	Fades in a target control. Can only be applied to a form.
Fade Out (Form)	Fades out a target control. Can only be applied to a form.
TYPE	DESCRIPTION
Offset	Makes an adjustment to the width, height and position of the target control. After the animation, the target control's width, height and position do not remain the same so use the offset to adjust it. Test it continuously to achieve the desired result.
Mover	Makes adjustment to location. i.e. move-up, move-down, move-left and move-right.

Duration	Sets the Duration of the animation. A lower value increases the speed of the animation.
Reverse	Reverses the target control to its former state.
Smooth Out	Makes the animation have a smooth feel. Set to true to see this effect.
Start Value	It has no effect on the animation. Leave it at its default value.
Timer Interval	Increase the timer interval to increase the speed of the animation.
Timer Passed	It has no effect on the animation. Leave it at its default value.
Control	Sets the target control.

PROCEDURE

1. Add the animation control from the toolbox.
2. Choose a **Control**¹⁵ from the properties panel. Selecting input types programmatically allows the programmer to apply one animation to different target controls upon the occurrence of a particular event.

¹⁵ This refers to the control you intend to apply the animation to.

3. Adjust the Duration to your specification. A lower value increases the speed of the animation.
4. Adjust the Timer Interval if you need a fast animation. A continuous increase above a certain threshold will erode the smoothness of the animation.
5. Set the Smooth Out to true to smoothen the animation.
6. Start the animation by using the `Start()` function.

ZEROIT CLICK ANIMATOR

PROPERTIES

TYPE	DESCRIPTION
Click Control	Set the control you want to apply the click functionality to.
Animation Color	Set the animation color when the control is clicked.
Shape	Set the shape of the click ripple effect.
Speed	Set the speed of the click animation.
Timer	Set the timer value to make changes to how the animation will run.

PROCEDURE

Once the control has been selected, the only thing is to run your program and click the target control to see the effect.

ZEROIT FORM ANIMATOR EDIT

PROPERTIES

TYPE	DESCRIPTION
Left To Right (Positions)	<p>Moves the form from left to right.</p> <p>Use the Start and End under the <u>Positions</u> Category.</p> <p>Start: This is the starting position and it is usually a reference to the Xcoordinate of the Form's Location property.</p> <p>End: This is the ending position and it is usually a reference to the XCoordinate of the Form's Location property.</p>
Right To Left (Positions)	<p>Moves the form from right to left.</p> <p>Use the Start and End under the <u>Positions</u> Category.</p> <p>Start: This is the starting position and it is usually a reference to the Xcoordinate of the Form's Location property. This value is the end value of Right To Left effect.</p>

	<p>End: This is the ending position and it is usually a reference to the XCoordinate of the Form's Location property. This value is the start value of Right To Left effect.</p>
Top To Bottom (Positions)	<p>Moves the form from Top to Down.</p> <p>Use the Start and End under the <u>Positions</u> Category.</p> <p>Start: This is the starting position and it is usually a reference to the Ycoordinate of the Form's Location property.</p> <p>End: This is the ending position and it is usually a reference to the YCoordinate of the Form's Location property.</p>
Bottom To Top (Positions)	<p>Moves the form from Bottom to Top.</p> <p>Use the Start and End under the <u>Positions</u> Category.</p> <p>Start: This is the starting position and it is usually a reference to the Ycoordinate of the Form's Location property. This value is the end value of Top to Down effect.</p>

	<p>End: This is the ending position and it is usually a reference to the YCoordinate of the Form's Location property. This value is the start value of Top To Down effect.</p>
Shrink Horizontal (Positions)	<p>This reduces the Width of the form starting from the right to left.</p> <p>Use the Start and End under the <u>Positions</u> Category.</p> <p>Start: This is the starting position and it is usually a reference to the Width of the Form's Size property. This should be the initial Width of the Form.</p> <p>End: This is the ending position and it is usually a reference to the Width of the Form's Size property. This should be the value you want the Width of the Form to reduce to.</p>
Shrink Vertical (Positions)	<p>This reduces the Height of the form starting from the bottom to top.</p> <p>Use the Start and End under the <u>Positions</u> Category.</p>

	<p>Start: This is the starting position and it is usually a reference to the Height of the Form's Size property. This should be the initial Height of the Form.</p> <p>End: This is the ending position and it is usually a reference to the Height of the Form's Size property. This should be the value you want the Height of the Form to reduce to.</p>
Shrink XY (Positions)	<p>This shrinks the Form in both ways. It shrinks the Width and Height of the Form simultaneously. As you already know, Width and Height is in reference to the Size of the Form.</p> <p>Use the StartPoint and EndPoint under the <u>Positions</u> Category.</p> <p>Start Point (X) : This is the starting point of the Width.</p> <p>Start Point (Y) : This is the starting point of the Height.</p> <p>End Point (X) : This is the ending point of the Width.</p>

	End Point (Y) : This is the ending point of the Height.
Shrink Move XY (Positions)	<p>This shrinks and moves the Form. It shrinks the Width and Height of the Form simultaneously and moves the form towards a specified location.</p> <p>Use the StartPoint, Size and ShrinkToCenter under the <u>Positions</u> Category.</p> <p>Values required are as follows:</p> <p>Start Point (X) : This refers to the Xcoordinate of the Form's Location.</p> <p>Start Point (Y) : This refers to the Ycoordinate of the Form's Location.</p> <p>Size : This refers to the Form's size you want to shrink to.</p> <p>Shrink To Center : This will move the form towards the center when it is shrink.</p>
Fade In	This applies a Fade-In animation to the Form.

	<p>When the Form's Opacity is 0%, you can apply this animation. However, even if the form has a 100% opacity, it can still be applied. But this breaks the logic of the fade-in animation and it is appropriate to start at a less visible level to a more visible level.</p> <p>Use the Start(%) and Step under the <u>Opacity</u> Category.</p> <p>Start : This refers to the opacity percentage the animation should start from. Threshold values range are 0% and 100%. Starting at a 0% percentage means the form will start from a transparent background to a visible background (i.e. 100%). The start value should be 1% and above.</p> <p>Step : This refers to the increment value that should be applied to the animation. Having a lower value means a slower fade-in and vice-versa.</p>
Fade Out	This applies a Fade-Out animation to the Form.

	<p>When the Form's Opacity is 100%, you can apply this animation. However, even if the form has a 0% opacity, it can still be applied. But this breaks the logic of the fade-out animation and it is appropriate to start at a more visible level to a less visible level.</p> <p>Use the Start(%) and Step under the <u>Opacity</u> Category.</p> <p>Start : This refers to the opacity percentage the animation should start from. Threshold values range are 0% and 100%. Starting at a 0% percentage means the form will start from a transparent background to a visible background (i.e. 100%). The start value should 100% and below.</p> <p>Step : This refers to the increment value that should be applied to the animation. Having a lower value means a slower fade-in and vice-versa.</p>
Hide Controls	This hides controls on a form if they are visible.
Show Controls	This shows controls on a form if they hidden.

Grow Horizontal	<p>Scales the form horizontally.</p> <p>Use the Start, End and “Fix Window When Grown” under the <u>Grow</u> Category.</p> <p>Start: This is the starting position and it is usually a reference to the Width of the Form’s Size property. This should be the initial Width of the Form.</p> <p>End: This is the ending position and it is usually a reference to the Width of the Form’s Size property. This should be the value you want the Width of the Form to reduce to.</p> <p>Fix Window When Grown: This adjusts the Form to be positioned at the left position of the Working area.</p>
Grow Vertical	<p>Scales the form vertically.</p> <p>Use the Start, End and “Fix Window When Grown” under the <u>Grow</u> Category.</p> <p>Start: This is the starting position and it is usually a reference to the Height</p>

	<p>of the Form's Size property. This should be the initial Width of the Form.</p> <p>End: This is the ending position and it is usually a reference to the Height of the Form's Size property. This should be the value you want the Width of the Form to reduce to.</p> <p>Fix Window When Grown: This adjusts the Form to be positioned at the Top position of the Working area.</p>
Grow XY	<p>This grows the Form in both ways. It grows the Width and Height of the Form simultaneously. As you already know, Width and Height is in reference to the Size of the Form.</p> <p>Use the StartPoint, EndPoint and "Fix Window When Grown" under the <u>Grow</u> Category.</p> <p>Start Point (X) : This is the starting point of the Width.</p> <p>Start Point (Y) : This is the starting point of the Height.</p>

	<p>End Point (X) : This is the ending point of the Width.</p> <p>End Point (Y) : This is the ending point of the Height.</p> <p>Fix Window When Grown: This adjusts the Form to be positioned at the Top and Left positions of the Working area.</p>
Grow Move XY	<p>This grows and moves the Form. It grows the Width and Height of the Form simultaneously and moves the form towards a specified location.</p> <p>Use the StartPoint, Size and Recalculate under the <u>Grow</u> Category.</p> <p>Values required are as follows:</p> <p>Start Point (X, Y) : This refers to the X and Y coordinate of the Form's Location.</p> <p>Size : This refers to the Form's size you want to grow to.</p> <p>Recalculate : This will move the form towards the center when it is shrink.</p>

Move	<p>This moves a Form from one location to the other.</p> <p>Use the <code>StartPoint</code>, <code>EndPoint</code>, <code>DirectTrajectory</code>, and <code>RandomLocations</code> under the <u>Move</u> Category.</p> <p><code>RandomLocations</code> can only be used when <code>MoveToPoint</code> is set to true.</p> <p>Start Point (X, Y) : This refers to the starting location of the Form's X and Y Coordinate.</p> <p>End Point (X, Y) : This refers to the ending location of the Form's X and Y Coordinate.</p> <p>DirectTrajectory : When set to true the form moves through a linear trajectory.</p> <p>MoveToPoint : This moves the form through points the programmer has specified. It is used in conjunction with <code>RandomLocations</code> to achieve the desired effect.</p> <p>RandomLocations : This should be set programmatically.</p>

Shake	<p>This shakes the form Horizontally, Vertically and Both.</p> <p>Use the Shake Distance, Shake Speed and Shake Type under the <u>Shake</u> Category.</p> <p>Shake Distance : This refers to the distance or space from the form's bounds the Form should shake to.</p> <p>Shake Speed : This refers to the speed of the shake animation.</p> <p>Shake Type : This is where you can apply the type of shake to the Form. Available shakes are Vertical, Horizontal and Both.</p> <ol style="list-style-type: none"> 1. Vertical : Shakes the Form vertically. 2. Horizontal : Shakes the Form horizontally. 3. Both : Shakes the Form both vertically and horizontally.
Shrink Fade Out	This shrinks and fades Out the From.
Left To Right Vertical	This moves the Form from Left to right and grows the Form from Top to Bottom.

Determiner Position	<p>This positions the Form accurately.</p> <p>Use the FormLocations under the <u>Location</u> Category.</p> <p>Available Positions are:</p> <ol style="list-style-type: none"> 1. Top-Left 2. Top-Right 3. Bottom-Left 4. Bottom-Right 5. Top-Center 6. Bottom-Center 7. Left-Center 8. Right-Center 9. Random Point 10. Center-Screen
SUPPORTING PARAMETERS	DESCRIPTION
Time	<p>Increase the speed of the animation here.</p> <p>Setting the timer speed to a lower value increases the speed of the animation.</p> <p>Increasing the Step X and Y values also increases the speed of the animation.</p>

PROCEDURE

1. Add the animation control from the toolbox.
2. Set the values you want.
3. Start the animation by using `Start(Name_Of_Form)` or `Start(this16)`.

¹⁶ This refers to the Parent Form.