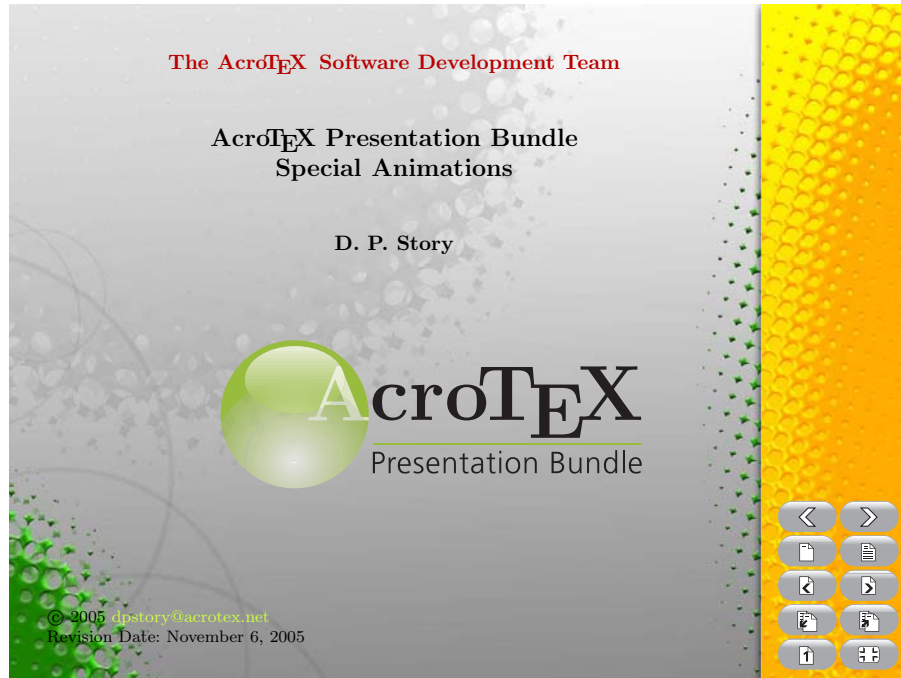


Explanations for Animation Control

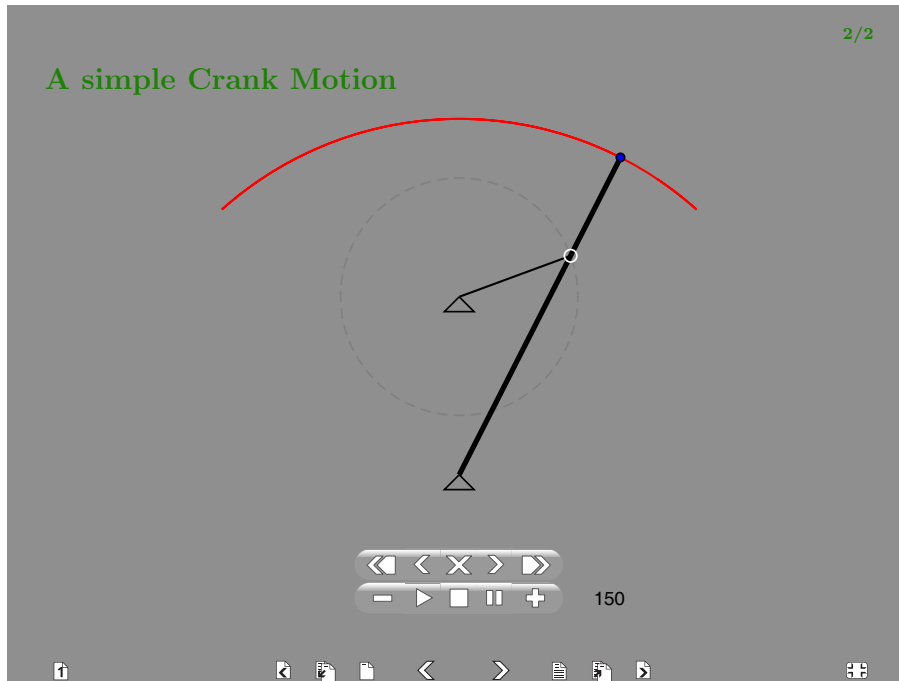
D. P. Story



Slide 1

Welcome to the wonderful world of “Thumbnails”.

- Click to > (top/right) from the navipanel to the right to get to the next page.
- Click on the Logo to go to the AcroTeX homepage.
- Click on the emailaddress to send a message.








Slide 2






Welcome to the Animation Page

On this page we give descriptions of the two animation consoles, `\aniGraphicsConsoleI`, on top, and `\aniGraphicsConsoleII` on the bottom. Each button in the console has its own name, so you can mix and match them as you see fit. Here we present them in standard consoles.

Console on Top

-  Starts the animation forward, from the first frame to the last.
-  Clears the animation back to its initial state.
-  Starts the animation backward, from the last frame to the first.
-  Steps forward through the animation one frame at a time.
-  Steps backward through the animation one frame at a time.

Console on the Bottom

-  Increases the time delay of the animation. Pressing this button will cause the animation to be played at a slower speed.
-  Decreases the time delay of the animation. Pressing this button will cause the animation to be played at a faster speed.
-  Pauses an animation, preserving its current state. The animation will continue when the forward, backward or play button is pressed.
-  Plays an animation. If the animation is stopped, will play forward. If the animation is paused, it will continue the animation in the direction before the pause.
-  Clicking on this button causes the speed control to return to its default setting.
- To the right of the plus button is a text field that shows the current time delay in milliseconds.

Note: Increasing the time delay between the layers of the animation makes the animation slower.