
Subject: Re: Animate does not really animate
Posted by [mirek](#) on Thu, 09 Sep 2010 10:43:35 GMT
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frankdeprins wrote on Tue, 07 September 2010 07:25Hello,

Lately, I was wondering why the GUIEFFECT_SLIDE produces such a flickering and messy effect, rather than a nice and smooth sliding.

The first thing I discovered, in the Animate function (CtrlLib.cpp), is that there is a grow/shrink factor calculated:

```
int q = 25 * t / 200
```

Now, since t is always ≤ 200 , this q is always 0 except just before the loop is aborted.

Not true. You have missed $25 * \dots$

Quote:

I got a much smoother result by replacing the growing factor by the following code:

Only smoother because you have skipped

```
q *= q;
```

line... The idea there is that slide effect should accelerate, so longer lists get animated about as fast as shorter ones.

Anyway, maybe your approach, where we are always fixed time long is better...

Mirek
