
Subject: Re: Animate does not really animate
Posted by [frankdeprins](#) on Thu, 09 Sep 2010 12:38:01 GMT
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Yes, you are right, q is indeed only 0 as long as $t < 8$.

But the second issue (the flash at the end of the animation) bothers me more and I wonder what the reason is for using a separate control to do the animated popups. I managed to make it work without this extra control, but I am sure there must be some reason for this approach.

Here is how I modified two Popup methods, resulting in less flicker:

```
void ColorPopUp::PopUp(Ctrl *owner, Color c)
{
    int cy = norampwheel ? 0 : 110;
    Size sz = AddFrameSize(18 * 16, GetCy() + cy);
    Rect wr = GetWorkArea();
    Rect r = owner->GetScreenRect();
    int x = r.left;
    int y = r.bottom;
    if(x + sz.cx >= wr.right)
        x = r.right - sz.cx;
    if(y + sz.cy >= wr.bottom)
        y = r.top - sz.cy;

    Rect rt = RectC(x, y, sz.cx, sz.cy);
    if(GUI_PopUpEffect()) {
        SetRect(RectC(rt.left, rt.top, 1, 1));
        Ctrl::PopUp(owner, true, true, GUI_GlobalStyle() >= GUISTYLE_XP);
        SetFocus();
        Ctrl::ProcessEvents();
        Animate(*this, rt, GUIEFFECT_SLIDE);
    }
    else
    {
        SetRect(rt);
        Ctrl::PopUp(owner, true, true, true);
    }

    SetFocus();

    if(!norampwheel) {
        ramp.LeftPos(0, 18*7).VSizePos(GetCy(), 0);
        wheel.LeftPos(18*9 - 1, 18*7).VSizePos(GetCy(), 0);
    }

    ramp <<= c;
    wheel <<= c;
    color = c;
    colori = -1;
```

```

}

void PopUpTable::PopUp(Ctrl *owner, int x, int top, int bottom, int width) {
    if(inpopup)
        return;
    inpopup++;
    DoClose();
    int h = AddFrameSize(width, min(droplines * GetLineCy(), GetTotalCy())).cy;
    Rect rt = RectC(x, bottom, width, h);
    Rect area = Ctrl::GetWorkArea(Point(x, top));
    bool up = false;
    if(rt.bottom > area.bottom) {
        up = true;
        rt.top = top - h;
        rt.bottom = rt.top + h;
    }
    open = false;
    if (GUI_PopUpEffect()) {
        if(up) {
            SetRect(Rect(rt.left, rt.bottom - 1, rt.right, rt.bottom));
        }
        else {
            SetRect(Rect(rt.left, rt.top, rt.right, rt.top + 1));
        }
    }
    Ctrl::PopUp(owner, true, true, GUI_DropShadows());
    SetFocus();
    Ctrl::ProcessEvents();
    Animate(*this, rt, GUIEFFECT_SLIDE);
    CenterCursor();
    open = true;
}
if (!open)
{
    CenterCursor();
    SetRect(rt);
    Ctrl::PopUp(owner, true, true, GUI_DropShadows());
    SetFocus();
    open = true;
}
inpopup--;
}

```

PS: Thanks for applying the Animate changes. I saw you reduced the animation duration as well, and that's a good thing also; it didn't have to be that explicit.

Best regards,

frank
