Subject: Dropdown Animation - continued
Posted by frankdeprins on Thu, 17 Feb 2011 14:11:45 GMT
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Hello Mirek,

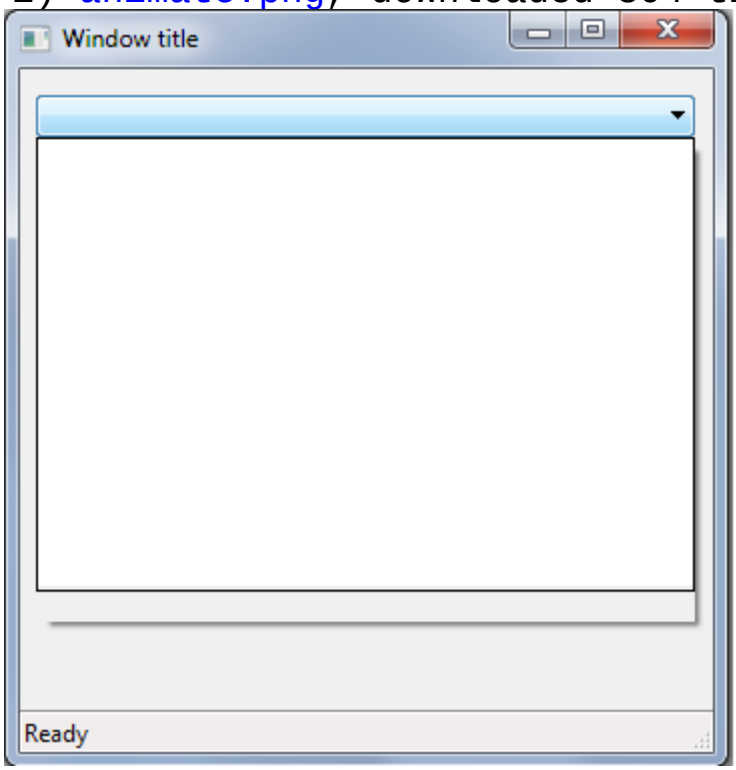
Remember a while ago I was wondering why I got the impression that the dropdown animation was not really going smooth.
Well, I haven't abandoned the issue since and now I managed to take a screenshot that captures a moment in the animation.
What I find weird is the 'ghost' window behind the 'real' list that drops down. This might be the cause of some impression of flickering.
Any idea what this is and how we can avoid it?

PS: If, in the Animate function in CtrlUtil.cpp, you temporarily set anitime to some high value, like 1500 and change the sleep statement to Sleep(100) instead of Sleep(0) it becomes very observable.

I have the impression that it is the shadow frame that grows faster than the list.

File Attachments

1) animate.png, downloaded 804 times



Subject: Re: Dropdown Animation - continued

Posted by mirek on Fri, 18 Feb 2011 11:23:14 GMT
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OK, I have refactored PopUpTable once again, now using quite different approach (namely, PopUpTable now contains the popup window and does not 'popup' itself).

Please check !

Mirek

Subject: Re: Dropdown Animation - continued
Posted by frankdeprins on Fri, 18 Feb 2011 13:01:20 GMT
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Wooow; definitely a lot better. No; not just better, simply perfect!
It glides smoothly as silk now.
Thanks a lot. I know these things are only minor cosmetic issues, but IMHO it also helps to give applications a more appealing look.

Best regards and thanks again

frank

Subject: Re: Dropdown Animation - continued
Posted by unodgs on Fri, 18 Feb 2011 17:42:51 GMT
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Unfortunately menus now fades up very slowly..

Subject: Re: Dropdown Animation - continued
Posted by mirek on Fri, 18 Feb 2011 19:47:06 GMT
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Sorry, I have only forgot debugging code in animate, so that I could track the changes more easily...

(Now fixed).