

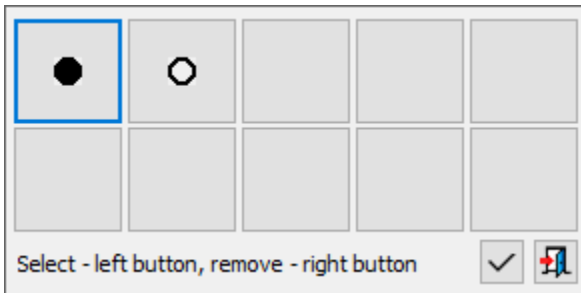
Definition of Animated Sequence

Definition of animated sequence

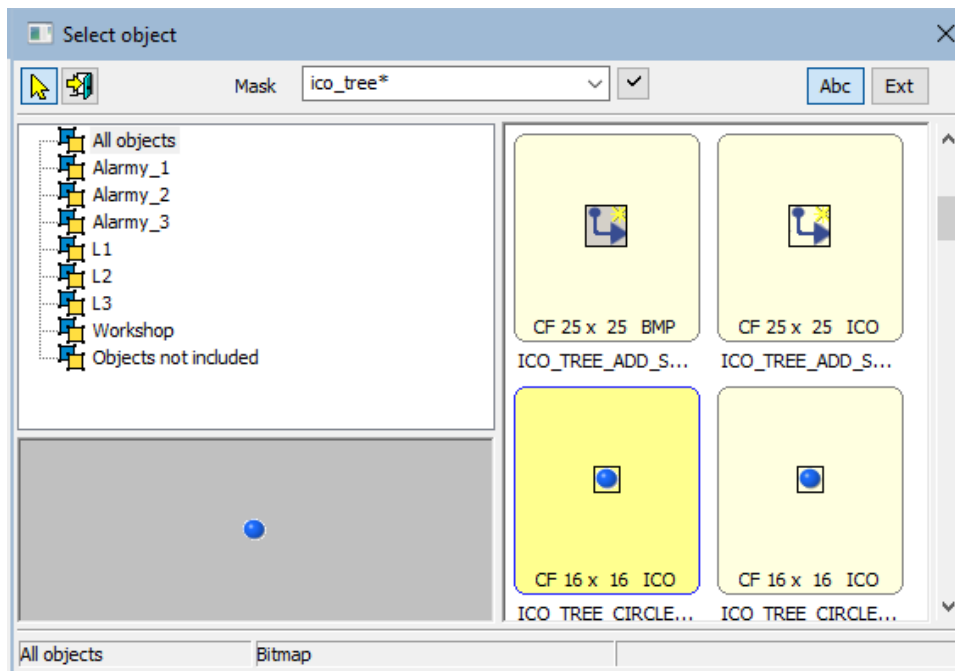
If any of the display modes **Switch**, **Slow switch**, **Quick switch**, or **Very quick switch** has been chosen in given bitmap line, it is possible to define a bitmaps sequence. Bitmaps in defined sequence are alternately switched - display one after the other in a loop. The result of the sequence is an easy animation. The sequence must contain minimally 2 bitmaps on the first two positions. It is finished by the first undefined position or when all 10 bitmaps are defined.

To define an animated sequence:

1. In the configuration dialog box **BMP palettes** click the button to select bitmaps.
2. It opens the dialog box containing 10 boxes to define 10 animation phases. The boxes are arranged in two rows, left to right 1,2..10.




3. Clicking on any of the boxes opens a list of bitmaps.




4. Select the bitmap which will create given animation phase.
5. Repeat the steps 3 and 4 for all animation phases.

Tip: If you press and hold down the SHIFT key during selection of bitmap for given animation phase, the selection window will not close after selection and next selection of a bitmap defines the next animation phase. To use the method, a bitmap must be selected by double-click on their name.

Note: You need not to use all 10 animation phases to define an animation. Right-click on any box removes the animation phase.

The Accept button  may acquire 2 background colors:

1. **Grey** - clicking the button the changes will be saved. After clicking ESC key, the window will be closed without changes.
2. **Red** - the content has been changed, but it is incorrect. After clicking the button, the error message will appear. After clicking ESC key, the window will be closed without changes.

The Cancel button  clicking the cancel button or clicking ESC key, the window will be closed without changes. The window may be closed also when clicking outside the window, when no changes occurred.



Related pages:

[Bitmap palettes - configuration dialog box](#)
[Configuration of bitmap palettes](#)