AcroTeX.Net

The AeB Pro Package
\texHelp* and Auto-anime

D. P. Story

Normally, when the mouse pointer leaves the rollover-word, the rollover graphic or animation becomes hidden. You can modify this behavior using the `\texHelp*` command version of `\texHelp`. When the star-option is specified, the layer is not closed on exit from the rollover-word. However, this necessitates a need to close the graphic or animation some other way. We do this by enclosing the animation (or graphic) in a push button, which has enter and exit events.

When the mouse pointer rolls over the rollover-word, the anime appears. The user is free to move his mouse off the rollover-word to explore anime. To dismiss the anime the user must enter the graphical region with his mouse, then exit again.

Example: Recall that the *initial period* of the sine function[?] is that portion of the graph drawn over the interval $[0, 2\pi]$.

The verbatim listing of the `\texHelp` command for this animation is

```
\addJStexHelpEnter{aebAnimeLayersForward(\animSpeed,\nFrames,"\animBaseName");}%
\addJStexHelpExit{this.getField("texHelpFld").display=display.visible;}%
\texHelp*{roanime}{sine function}\resetaddJStexHelp
```

Refer also to the content of the `textblock*` environment, not shown. There, you'll find the underlying definition of the push button named `texHelpFld`. In theory, you can add controls so that user can play and replay the anime before dismissing it.