

AcroTeX.Net

The AeB Pro Package
\texHelp and Auto-anime

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Animations are usually started and stopped using control buttons; however, you can create a rollover animation (using `\texHelp`) that starts automatically when the user rolls over the target word.

The key to running an animation in a rollover is the `\addJStexHelpEnter{<code>}` command. The argument of this command is executed when the mouse pointer enters the target word. Similarly `\addJStexHelpExit{<code>}` inserts JavaScript that is executed when the mouse exits the target word. Finally, `\resetaddJStexHelp` resets the inserted `<code>` back to their default in preparation for the next rollover animation. Refer to the source file for details of setting up the rollover.

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

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

```
\addJStexHelpEnter{aebAnimeLayersForward(\animSpeed,\nFrames,"\animBaseName");}%
\addJStexHelpExit{aebAnimeLayersClear(\animSpeed,\nFrames,"\animBaseName");}%
\texHelp{roanime}{sine function}\resetaddJStexHelp
```

The JavaScript functions `aebAnimeLayersForward()` and `aebAnimeLayersClear()` are defined by `aeb_pro`, they start and clear the animation. The commands `\animSpeed`, `\nFrames`, and `\animBaseName` are defined by the `\DeclareAnime` command (not shown).