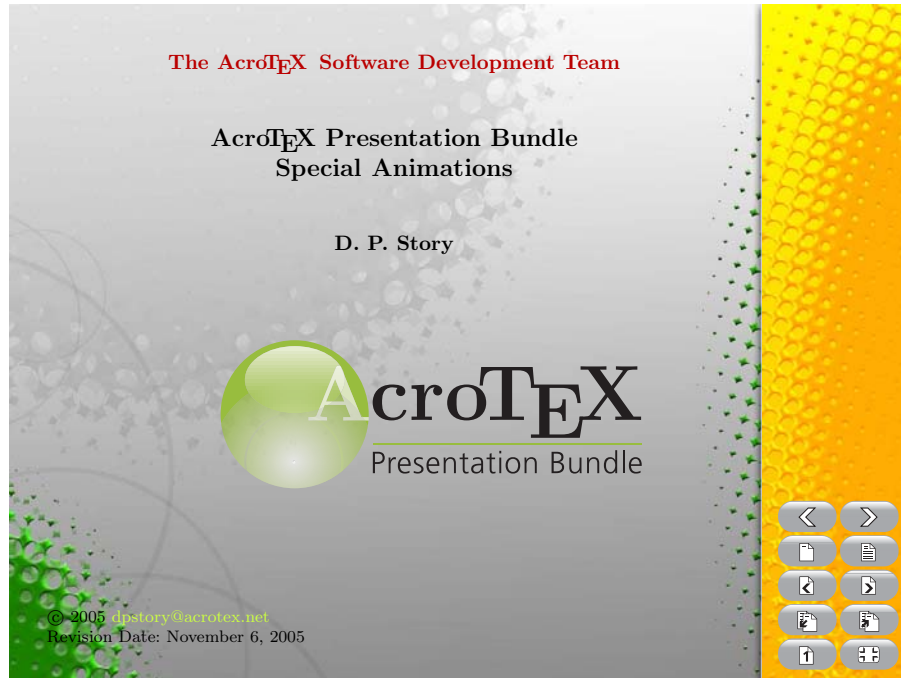


## Explanations for Animation Control

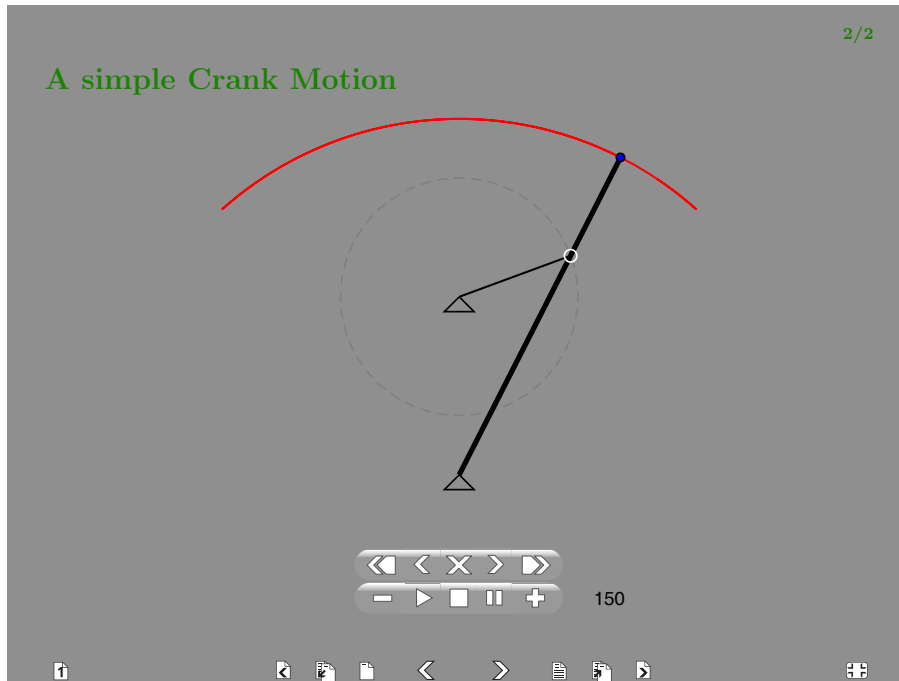
### D. P. Story



Slide 1

Welcome to the wonderful world of “Thumbnails”.

- Click to > (top/right) from the navipanel to the right to get to the next page.
- Click on the Logo to go to the AcroTeX homepage.
- Click on the emailaddress to send a message.








## Slide 2






### Welcome to the Animation Page

On this page we give descriptions of the two animation consoles, `\aniGraphicsConsoleI`, on top, and `\aniGraphicsConsoleII` on the bottom. Each button in the console has its own name, so you can mix and match them as you see fit. Here we present them in standard consoles.

#### Console on Top

-  Starts the animation forward, from the first frame to the last.
-  Clears the animation back to its initial state.
-  Starts the animation backward, from the last frame to the first.
-  Steps forward through the animation one frame at a time.
-  Steps backward through the animation one frame at a time.

#### Console on the Bottom

-  Increases the time delay of the animation. Pressing this button will cause the animation to be played at a slower speed.
-  Decreases the time delay of the animation. Pressing this button will cause the animation to be played at a faster speed.
-  Pauses an animation, preserving its current state. The animation will continue when the forward, backward or play button is pressed.
-  Plays an animation. If the animation is stopped, will play forward. If the animation is paused, it will continue the animation in the direction before the pause.
-  Clicking on this button causes the speed control to return to its default setting.
- To the right of the plus button is a text field that shows the current time delay in milliseconds.

**Note:** Increasing the time delay between the layers of the animation makes the animation slower.