

CRIMSON 2 TUTORIAL

TU0008

Title: Animation

DESCRIPTION



You can animate any Symbol library objects, JPEG, Bitmap or WMF format.
All can be controlled so that your G3 HMI visualizes the status of your system.

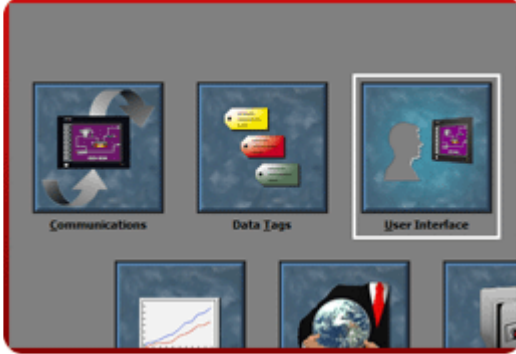
BENEFITS

- Enhance graphics using animation,
- Display your system behavior graphically for easy operator understanding and faster action taking.

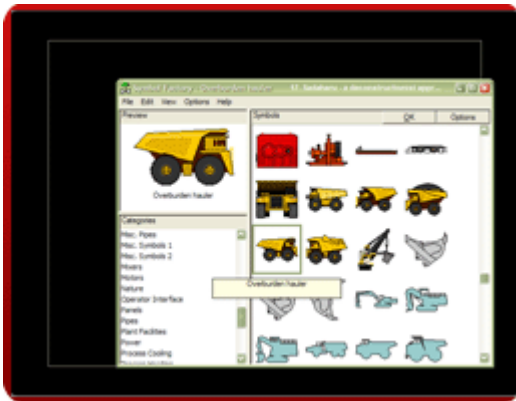
EXAMPLE

CREATING ANIMATION IN JUST 5 STEPS

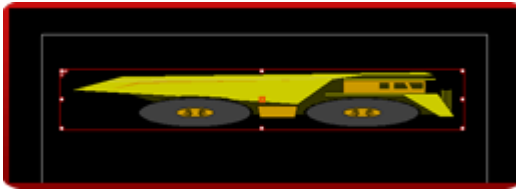
Step 1 Enter the "User Interface" module,



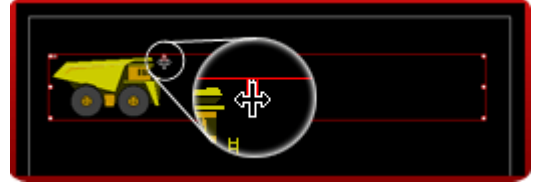
Step 2 Insert an object from the library,



Step 3 Resize the object to define animation area,



Step 4 Move object handles to define object size,



Step 5 Go to the Movement tab in the object properties. Enter the tag name that will control the object position.



Step 6 When the tag value changes, the object animates.



Object animation complete!

Reference: http://www.redlion.net/g3features/G3_Feature_-_Object_Animation.html

For more information on Crimson 2.0, refer to the manual.