

ANIMATION

DESCRIPTION



Create realistic depictions of the equipment through the use of animation. Any object within Crimson's Symbol Library, as well as imported JPEGs, bitmaps and WMF files, can be animated.

BENEFITS

- OEMs can differentiate themselves from their competition with an intuitive user interface.
- Operators can more easily comprehend the system's status through use of animation.

CREATING ANIMATION IN JUST 6 STEPS

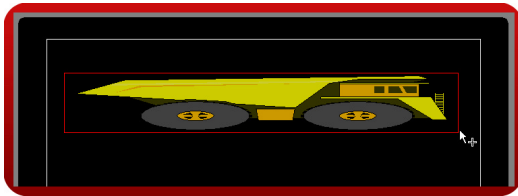
Step 1 Enter the "User Interface" module.



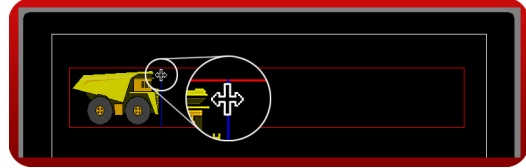
Step 2 Insert an object from the library.



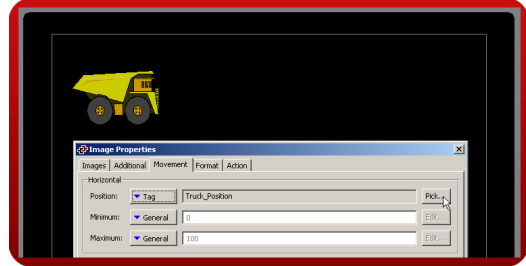
Step 3 Resize the object to define the animation area.



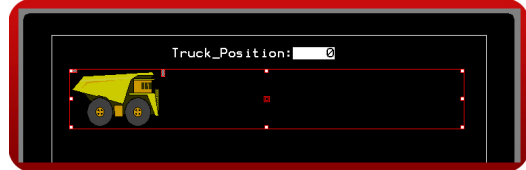
Step 4 Move object handles to define object size.



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



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



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.