

Animated

Whether or not the image is automatically animated.

Usage

```
Set_Property(OLECtrlEntID, "OLE.Animated", Boolean)
```

Values

[True | False]

Default: False

Remarks

The Animated property starts and stops animation in the control. Setting this to property to 1 animates the current frames sequentially, using the AnimationDelay value to determine the speed. Setting this value to 0 stops the animation at the last frame displayed. The frames are established by the FrameCount property.

```
* Set the image and divide it into 8 frames
Set_Property(@Window:".OLE_PICTURE", "OLE.Image", "c:\animated.bmp")
Set_Property(@Window:".OLE_PICTURE", "OLE.FrameCount", 8)

* Set animation delay and start the animation
Set_Property(@Window:".OLE_PICTURE", "OLE.AnimationDelay", 75)
Set_Property(@Window:".OLE_PICTURE", "OLE.Animated", 1)
```

For non-sequential animation, you can capture your own timer event and use the Frame property to change frames at specific intervals.

See Also

[AnimationDelay](#), [FrameCount](#), [Frame](#)