AnimationDelay

The number of milliseconds between frame changes.

Usage

```
Set_Property(OLECtrlEntID, "OLE.AnimationDelay", Value)
```

Values

Value can be any positive or negative whole number:

Default: 50

Remarks

The AnimationDelay is used with the Animated property to sequentially animate the control's image. After using the FrameCount property to divide the image into equally sized frames, set this propery to the number of milliseconds between frame changes. The start the animation by setting the Animated property to 1.

```
* 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

Animated, FrameCount, Frame