

AnimationEnabled

Determines if the hot states of elements are change instantly or smoothly over a short period of time.

Usage

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

Values

[True | False]

Default: False

Remarks

The AnimationEnabled property determines how controls are rendered when the mouse hovers over them. When enabled, the background highlights fade in and out as the mouse moves over controls, groups, etc. When disabled, which is the default, the backgrounds appear and disappear instantly.

Example

```
// Enable animation  
Set_Property(Ctrl, "OLE.AnimationEnabled", 1)
```