GP-Pro EX Quick Start Guides

Using Animation to control how (and if) objects are displayed
Using Animation to control object display

Overview:
- This module explains how the AGP Animation works in GP-Pro EX.

Objective:
- At the end of this module you can know:
  • Types of animation
    ▪ Visibility
    ▪ Color
    ▪ Position
    ▪ Rotation
  • How to apply animation to Objects
  • How to control animation from PLC or other logic
Introduction

➢ There are 4 types of animation
  – Visibility
    • To make objects appear and disappear or a fully controlled blink.
  – Color
    • Foreground, Background, Line/Border, Text Color
  – Position
    • Horizontal, Vertical
  – Rotation

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How to Animate Objects

- Lets begin with drawing a simple line on the screen
- Use the Line tool to draw a line on your screen
How to Animate Objects

- Select the line you have just drawn with the left mouse button
- To get to the animation dialog you have two options:
  - Right click the line and choose Animation
  - Or use the Edit Menu and choose animation
How to Animate Objects

- The Animation Settings dialog appears

- Animation types which are not allowed based on the object, if any, are grayed out. In this case, foreground and background are not allowed.
How to Animate Objects

- To enable an animation, check the appropriate check box associated with the animation. For example, Visibility.

- Depending on the animation type, you can control it using a bit address, bool expression, word address, numeric expression or security level to control an individual animation.
How to Animate Objects

- Enter the address to control the animation

- In this case, when the bit USR0000000 is ON, the line will appear. When the bit is OFF the line will disappear.
How to Animate Objects

- Depending on the object being animated you can apply multiple animations at the same time.
- Animation assigned to an object will show up in the Screen Data List as icons (View -> Workspace -> Screen Data List).
- Double-Click on the icons to see the Animation Settings dialog.
Objects You Can Animate

- You cannot apply all types of animation to all objects.
- For a detailed list of compatible objects for each type of animation please see the GP-Pro EX reference manual.
Questions

Please refer to the Reference Manual that is installed along with GPPRO-EX.
Manuals are also available on-line at:

For further support please e-mail: Support@profaceamerica.com
Or call: +1 734 429-4971