

Edge Transitions Contracts

The edge transition contracts allow elements to be revealed (go from an invisible state to a visible state) and concealed. They accomplish this by moving one or more edges across the element. For example moving a single edge it appears to sweep from left to right, or top to bottom. The curtain effect is obtained by moving two edges at the same time. The box effect is obtained by moving all four sides of an element at once.

Limitations

These contracts only work in IE4.0 and above and Communicator 4.0 and above.

Parameters

These contracts share a number of parameters, which are described here.

Speed

This is the speed at which the elements reveal or conceal. There are three choices: Slow, Medium, and Fast, which are admittedly subjective values. See the implementation notes below to customize these speeds to suit your own tastes.

Direction

This is really the transition type. This is a drop down list box with entries that are really self-explanatory (Bottom, top, box out, etc.).

Usage Notes

It is advised that you mark elements as hidden in the attribute sheet if you are using one of the reveal contracts. This prevents the element from briefly ‘flashing’ into view between the time the page starts loading and it completes loading and executes the JavaScript to set the edges so that the element is not visible. By setting elements visibility attribute to hidden in Drumbeat HTML code is generated that prevents the browser from showing the element during the loading of the page. All the reveal contracts set the element to visible prior to revealing the element.

Implementation and Customization Notes

The speed of the transition of the edge transition contracts is in terms of the number of seconds to complete the transition. The support script DurationArray contains the values associated with each of the available speed values in the speed Parameter. The support script looks like this:

```
DurationToSeconds = new Array(3);  
DurationToSeconds["Slow"] = 6;  
DurationToSeconds["Medium"] = 3;  
DurationToSeconds["Fast"] = 1;
```

To customize the values just change the numeric value associated with the string. For example to make “Slow” twice as slow, change the value of 6 to a 12. This means take 12 seconds to complete the transition.

The element movement contracts use this array also, so changing speeds here will affect the movement speed of the element movement contracts.