Animation/video object

Use this object for showing animation or video in a field on the screen. Use an animation or digital video MCI driver for this. E.g. an Autodesk flic driver or a Microsoft AVI driver included in Video for Windows. Make certain that the destination computer has the animation/video driver installed. If you use e.g.Video for Windows, the runtime version can be distributed with a set-up program which will install the AVI driver(see Video for Windows documentation). It is possible that future Windows will have AVI as standard which will make this obsolete.

Place an object on the page selecting the animation/video tool from the toolbox. Then drag the object with the mouse from one corner to the diagonal opposite corner.   The following dialog will appear:

Enter the name of the animation/video file in the field or click the "Select" button and select the file in a File select dialog.
Auto start : The Animation/Video starts automatically when the page or object is shown.
Repeat: The Animation/Video is repeated until stopped with a Stop action..
Scale : Scales the picture field so it covers the entire object frame.
Maintain x/y aspect: When "Scale" is active the X/Y aspect   will remain constant.
Information on the MCI driver used for playing the animation/video is shown at the bottom of the dialog. Click the "OK" button to end the dialog.

Double-click the left mouse button on the object to edit an already existing animation/video object. The animation/video object adds nothing to the Local menu. The animation/Video object is tested with the Video for Windows AVI driver. Remember to test other drivers before use.

Animation/Video objects can react to the following events:

Hide object
Start
Stop
Timer
Show Object

The following events are for DigitalVideo MCI device (AVI video for windows) files only:

Move into
Move out of

[Mouse down](#)
[Mouse up](#)

See also:

[Animation action](#)
[Events](#)
[Event dialog](#)
[Actions](#)
[Start/Stop action](#)
[Toolbox](#)