












Animations

Steps

You can add the following animation functions to HMI objects according to "condition expressions".

Animation name	Description
 Blink	When the condition expression is met, the object flashes in the specified color.
 ColorChange(Analog)	Changes the color of the object according to a value.
 ColorChange(Boolean)	Changes the color of the object according to True/False status.
 DisplayValue	Displays a value based on a condition expression.
 Enable	Enables operating the object when the condition expression is met.
 Move	Changes the coordinates of the object according to specified condition expressions.
 PercentageFill	Fills a graphic figure based on a condition expression and a percentage between the upper and lower limits.*1
 ResizeHeight	Changes the height of the object according to a specified condition expression.
 ResizeWidth	Changes the width of the object according to a specified condition expression.
 Rotate	Rotates a graphic object based on a condition expression.
 Visibility	Displays the object when a condition expression is met.

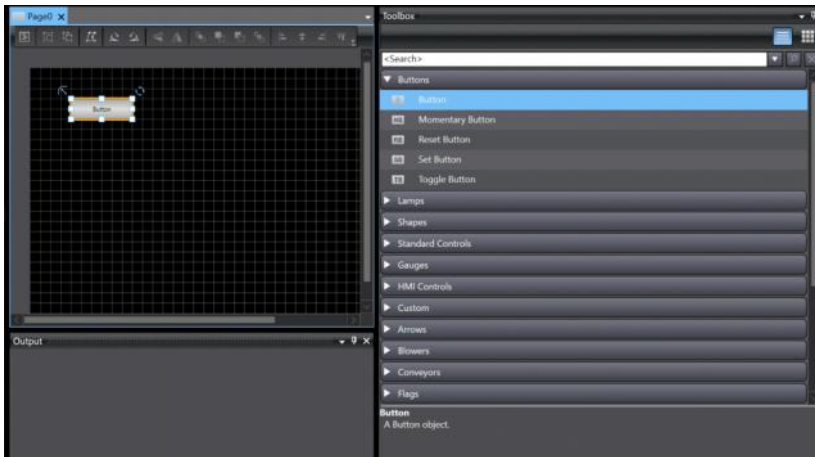
*1. Be sure to set the background color of objects to Solid Color. Operation when a background color other than Solid Color is set is not guaranteed.

- ① Place the object for which you want to set the animation.
- ② Display the Animations Window.
- ③ Set animation to the object.
- ④ Set the condition expression.
- ⑤ Configure detailed animation settings.

Detailed Steps

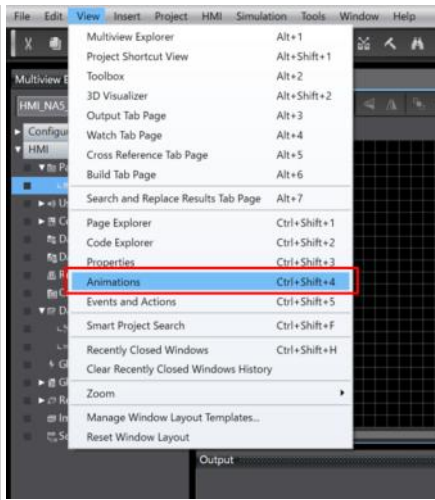
① Place the object for which you want to set the animation.

Drag and drop an object from the toolbox onto the edit pane.



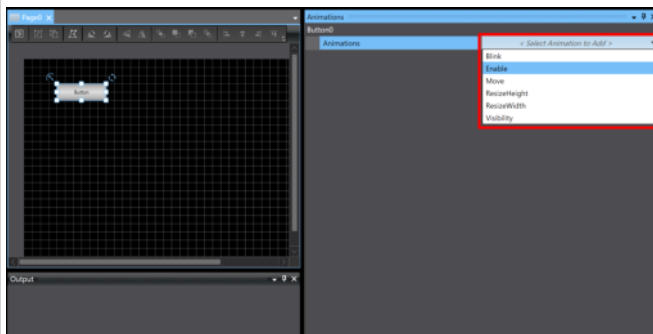
② Display the Animations Window.

Click [View] - [Animations] from the menu bar.



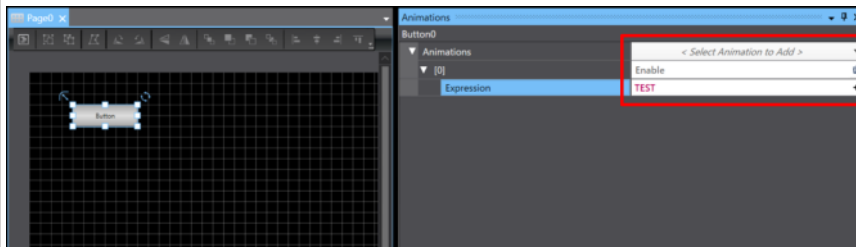
③ Set animation to the object.

Select the animation to add to the object from the Animations Tab Page.



④ Set the condition expression.

Set the condition expression to change the object's state.



⑤ Configure detailed animation settings.

Set the items under the condition expression for the selected animation.

