

# Plasma new animation classes

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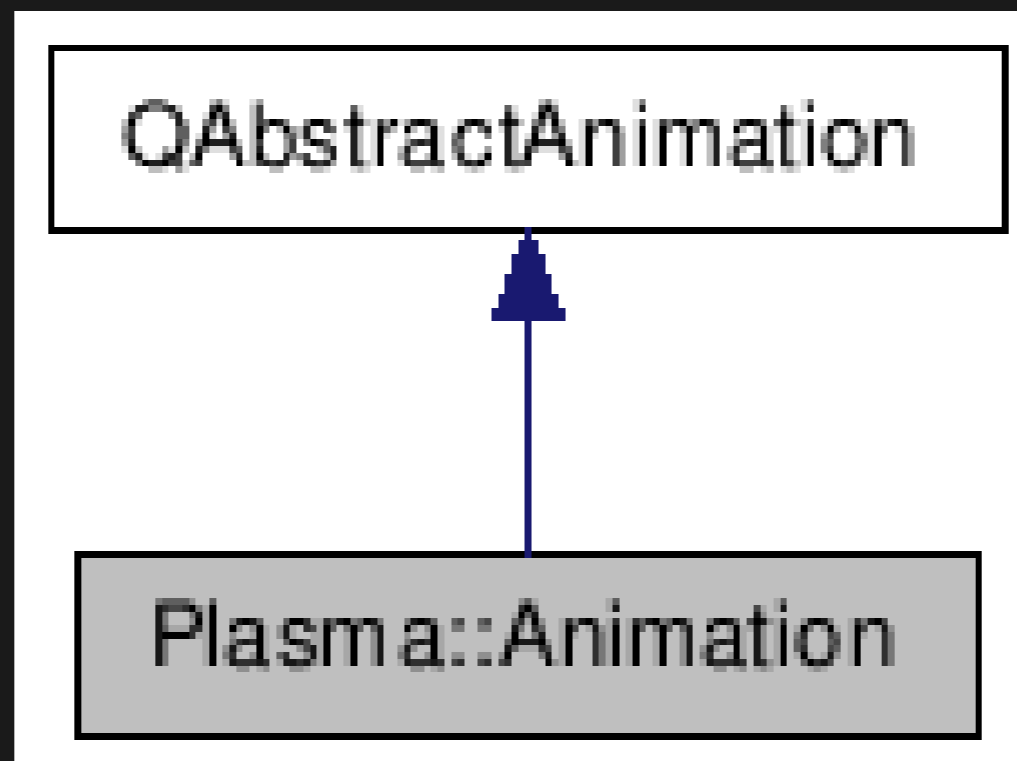
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# What?

- QAbstractAnimation specialization



# Why?

- Integration with Qt
- Consistency
- Common animations
- Fancier animations



Demos (example plasmoid and  
S60)



Plasma::Animations everywhere



How to use it?

# Design

- Factory
- target widget
- parameters
- 'start'



# Code

```
#include <plasma/animations/animation.h>

//You have a QGraphicsWidget button
Animation *pulseAnim =
    Animator::create(Animator::PulseAnimation);

pulseAnim->setTargetWidget(button);
connect(button, SIGNAL(clicked()), pulseAnim,
    SLOT(start()));
```



# Integration with Qt

`QAnimationGroup->addAnimation()`

That is it!



# Porting from Plasma::Animator

# Porting: fire and forget... easy!

```
+ #include <plasma/animations/animation.h>
-
- #define AUTO_DEFINE_TIMEOUT 500
-
- using namespace Plasma;
@@ -97,7 +97,6 @@
-     m_wordEdit->nativeWidget()->setClearButtonShown( true );
-     m_wordEdit->nativeWidget()->setClickMessage(i18n("Enter word to d
efine here"));
-     m_wordEdit->show();
-     Plasma::Animator::self()->animateItem(m_wordEdit, Plasma::Animat
or::AppearAnimation);
-
-     // Gets the color scheme from default theme
-     KColorScheme colorScheme(QPalette::Active, KColorScheme::View, Pl
asma::Theme::defaultTheme()->colorScheme());
@@ -168,6 +167,13 @@
-     m_graphicsWidget->setLayout(m_layout);
-     m_graphicsWidget->setPreferredSize(500, 200);
-
+     Animation *zoomAnim =
+         Plasma::Animator::create(Plasma::Animator::ZoomAnimation);
+
+     zoomAnim->setTargetWidget(m_wordEdit);
+     zoomAnim->setProperty("zoom", 1.0);
+     zoomAnim->setProperty("duration", 1000);
+     zoomAnim->start(QAbstractAnimation::DeleteWhenStopped);
+
-     return m_graphicsWidget;
- }
```

# Porting: post? finished()

```
void AppletOverlayWidget::destroy()
{
-   connect(Animator::self(),
-           SIGNAL(animationFinished(QGraphicsItem*,Plasma::Animator::Animation)),
-           this,
-           SLOT(overlayAnimationComplete(QGraphicsItem*,Plasma::Animator::Animation)));
-   Animator::self()->animateItem(this, Animator::DisappearAnimation);
+   Animation *zoomAnim =
+       Plasma::Animator::create(Plasma::Animator::ZoomAnimation);
+   connect(zoomAnim, SIGNAL(finished()), this, SLOT(overlayAnimationComplete()));
+   zoomAnim->setTargetWidget(this);
+   zoomAnim->start();
}

-void AppletOverlayWidget::overlayAnimationComplete(QGraphicsItem *item, Plasma::Animator::An

+void AppletOverlayWidget::overlayAnimationComplete()
{
-   if (item == this) {
-       if (scene()) {
-           scene()->removeItem(this);
-       }
-       deleteLater();
+   if (scene()) {
+       scene()->removeItem(this);
+   }
+   deleteLater();
}
```

# Special thanks

- KDE community and plasma hackers (aseigo, notmart, igorto, morpheuz)
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- Camp KDE organizers

