

AcroTeX.Net

ocgAnime: **Animation using
OCG (Layers) with AeB Pro**

D. P. Story

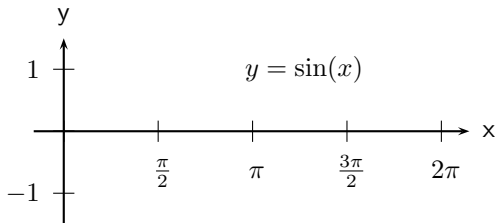
Ocg Anime

Having just completed the code associated with `\btnAnime`, I thought that I would bring up the support for OCG anime to the same standard. In this article, the `ocgAnime` environment is introduced. The new environment has the syntax,

```
\begin{ocgAnime}{<key-values>}
  <anime frames created by \animeBld/eBld>
\end{ocgAnime}
```

where, `<key-values>` are the same key-value pairs of the `\btnAnime` command. See the [AeB Pro documentation](#) for details of `ocgAnime` and `\btnAnime`.

Below is an anime that illustrates the new environment, it is a sine graph used previously.



The verbatim listing of this anime follows.

```

\begin{ocgAnime}{ocgAnimeName=sineAnime,nFrames=41,type=palindrome,
  speed=10,autorun,autopause,controls=skin1}
\FPdiv{\myDelta}{\psPiTwo}{40}
\def\thisframe{\animeBld\psplot[linecolor=red]{0}{\xi}{\sin(x)}\eBld}
\def\xi{0}\psset{algebraic=true}
\psset{llx =-12pt,lly=0pt,urx =12pt,ury=12pt}
\begin{psgraph*}[arrows=->,trigLabels=true,trigLabelBase=2,
  dx=\psPiH](0,0)(-.5,-1.5)(6.75,1.5){164pt}{70pt}%
  \rput(4,1){$y=\sin(x)$}%
  \animeBld\eBld % first (empty) frame
  \multido{\i=1+1}{40}{\FPadd{\xi}{\xi}{\myDelta}\thisframe}%
\end{psgraph*}
\end{ocgAnime}

```

If you have read my previous [AeB Blog article](#), titled, *\btnAnime: Animation using Form Field Buttons with AeB Pro*, you will recognize the key-value pairs used above.

Well, that's all for now, back to my retirement.