Animation Icon Gallery ActiveX

Animation Icon Gallery ActiveX   is for Animation Icon Series ActiveX users to organize and store the Animation Icons, Icons and Cursors easily. Use Animation Icon Gallery ActiveX, you can store the .ANI, .ICO and .CUR in the final .EXE application file.

Animation Icon Gallery ActiveX is the part of Animation Icon Series ActiveX Pack I.

Animation Icon Gallery ActiveX is shareware. If you are using an unregistered version, please see Registration to get information about how to register.

If you have any questions, please send E-mail to **shjh@usa.net**

Please visit my home page **http://www.toptown.com/nowhere/jinhui** to get the newest version, news and more great and **FREE** ActiveX. If you want free Animations Icons and free Animation Icon Editor, you can download them from my home page.

You can register your copy online via world wide web.

Register the Animation Icon Gallery ActiveX

You can register the ActiveX for US $20.00.   After you register, you will receive a registration key that you can input by clicking the Register button in the About dialog.   And you can distribute the ActiveX with your applications to your customers.

To register, please choose a registration name which must be related to your name or organization name (do not use words like Anonymous), fill and print the registration form and send check, bank draft or cash to:

JIN HUI

Address: 501/5/285 Xin Hu Rd.
Shanghai 200436
People's Republic of China

Note: The name on the check, bank draft and letter must be JIN HUI. Otherwise, the check or bank draft will be rejected by bank, the letter will be returned to the sender.

If you have credit cards, now you can register Animation Icon Gallery ActiveX 1.x on my web page at http://www.toptown.com/nowhere/jinhui. You will get the registration key within 72 hours via E-mail.

When I receive your mail, you will receive the registration name and registration key through E-mail.

If you register, your registration name and key is fit for any version of Animation Icon Gallery ActiveX. If the ActiveX is updated, you can use the new version for FREE.

The letters from America to China will take about ten days, and letters from Europe and Asia will take about one week. Letters from some areas such as Taiwan, Russia will take longer than two weeks.

If you want the registration key urgently, please send the letter via express mail services such as EMS. DHL or UPS. I will receive your order within three days.

If you cannot receive any information three weeks after you send the order, please contact us through E-mail **shjh@usa.net**

Animation Icon Gallery ActiveX Registration Form

Unit Price: US $20.00

Name   _____
Organization   _____
Address   _____
                   _____
City   _____
Zip code   _____
Country   _____
Phone   (_____)_____
Email   _____

Preferred registration name (max. 15 chars, can use space)
                   _____

Any questions and comments here:

                   _____
                   _____
                   _____
                   _____

How to Make Animation Icon/Icon Gallery

Microsoft has standard Animation Icon/Icon Gallery maker in the Visual C++ SDK Tools. If you don't have the Visual C++, you can go to my home page http://www.toptown.com/nowhere/jinhui to download them. The tool includes two EXE files. One is AniEdit to edit Animation Icon/Icon Gallery. Another is Imagedit to edit the Icon/Icon Gallery used in Animation Icon.

How to Use Animation Icon Gallery ActiveX

Ani Property

Sets or gets the current Animation Icon

Remarks:
　　　You can use this property to sets or gets the current Animation Icon. The current Animation Icon is pointed by AniIndex property.

AniIndex Property

Sets the index of current Animation Icon

Remarks:
　　　The AniIndex property must be greater than or equal to zero and less than Count property.

Count Property

Get the count of　Animation Icons stored in the gallery

Frames Property

Get the number of frames of current Animation Icon

Insert Method

Insert a new Animation Icon into the gallery

Syntax:
　　　object. **Insert** (index, ani)
　　　index　　　　The index where the Animation
　　　　　　　　　Icon inserted before. If you use
　　　　　　　　　the Count property, the new
　　　　　　　　　Animation Icon will add at the
　　　　　　　　　trail of the gallery.
　　　ani　　　　　The Animation Icon which is
　　　　　　　　　inserted into the gallery. You
　　　　　　　　　can get this from other gallery
　　　　　　　　　or from other Animation Icon
　　　　　　　　　Series ActiveX

Return Value:
　　　Boolean　(TRUE for success)

InsertFromFile Method

Insert a new Animation Icon into the gallery from a file

Syntax:
 object. **InsertFromFile** (index, filename)
 index   The index where the Animation
      Icon inserted before. If you use
      the Count property, the new
      Animation Icon will add at the
      trail of the gallery.
 filename The file name of the Animation
      Icon which is inserted into the
      gallery. You can insert
      from .ANI, .ICO and .CUR
      files.

Return Value:
 Boolean (TRUE for success)

Remove Method

Remove a Animation Icon from the gallery

Syntax:
 object. **Remove** (index)
 index   The index of the Animation
      Icon which will be removed. It
      must be greater than or equal
      to zero and less than Count
      property,

Return Value:
 Boolean (TRUE for success)

Clear Method

Clears the gallery

Syntax:
 object. **Clear**

GetAni Method

Gets a Animation Icon from the gallery

Syntax:
 object. **GetAni** (index)
 index   The index of the Animation
      Icon which will be gotten. It
      must be greater than or equal
      to zero and less than Count
      property,

Return Value:
 Ani

SetAni Method

Sets a Animation Icon from the gallery

Syntax:
   object. **GetAni** (index, ani)

index	The index of the Animation Icon which will be set. It must be greater than or equal to zero and less than Count property,
ani	The Animation Icon to be set . You can get this from other gallery or from other Animation Icon Series ActiveX

Return Value:
   Boolean (TRUE for success)

GetFrame Method

Gets a frame of current Animation Icon

Syntax:
   object. **GetFrame** (frame)

frame	The number of frame to be gotten.

Return Value:
   Picture

GetBWFrame Method

Gets a frame of current Animation Icon in black/white

Syntax:
   object. **GetBWFrame** (frame)

frame	The number of frame to be gotten.

Return Value:
   Picture

Draw Method

Draws an image into a destination device context, such as a PictureBox control.,

Syntax:
   object. **Draw** (index, frame, hdc, x, y, width, height, style)

index	The index of Animation Icon to be drawn.

frame	The frame number of Animation Icon to be drawn
hdc	The device context
x, y	Optional. The location to draw the image.
width, height	Optional. The width and height to draw the image. If omitting, use the original size of the Animation Icon.
style	Optional. The drawing style. 1 for drawing mask. 2 for drawing image (no transparent). 3 for drawing normal icon. 8 for drawing in system default size. If omitting, the image will be drawn in normal style (3).