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/*****
/*  MACRO: TEXTANIM.WCM
/*  PURPOSE: Animate a text line/area.
/*****
APPLICATION(Presentations; "Presentations"; Default; "EN")

Call (CheckMode)
OnError Call(Error1)
EnvGetObjectXPos ()
OnError ()
vEffect:="Fly In"
vDirection:="Top to Bottom"
vFast:=0
vMedium:=1
vSlow:=0
GLOBAL vTemp:=1
Declare MainSection[]={Fly In; Fly In From Corner; Fly In & Bounce; Fly In From Corner & Bounce; Curve In; Bounce In}
Declare Section1[]={Top to Bottom; Bottom to Top; Left to Right; Right to Left}
Declare Section2[]={Right & Down; Left & Down; Left & Up; Right & Up}
Declare Section3[]={Right & Down; Left & Down}

Declare NumMain[]={54; 55; 56; 57; 58; 59}
Declare NumSec1[]={3; 2; 0; 1}
Declare NumSec2[]={9; 11; 10; 8}
Declare NumSec3[]={9; 11}
Declare NumSpeed[]={0; 1; 2}

vNumMain:=1
vNumSec:=1
vNumSpeed:=1

Call (MainDlg)
QUIT

LABEL (MainDlg)
  DIALOGDEFINE(100;50;50;195;140;Percent!|OK!|Cancel!;Text Animation Macro)
  DIALOGADDDTEXT(100; 101; 5; 5; 35; 11; 1; &Effects:)
  DIALOGADDLISTBOX(100; 102; 5; 17; 100; 60; Unsorted!; vEffect)
  DIALOGADDDTEXT(100; 103; 115; 5; 35; 11; 1; &Direction:)
  DIALOGADDLISTBOX(100; 104; 115; 17; 70; 60; Unsorted!; vDirection)
  DIALOGADDGROUPBOX(100; 105; 5; 70; 181; 26; Speed)
  DIALOGADDRADIOBUTTON(100; 106; 15; 81; 40; 10; &Fast; vFast)
  DIALOGADDRADIOBUTTON(100; 107; 70; 81; 40; 10; &Medium; vMedium)
  DIALOGADDRADIOBUTTON(100; 108; 135; 81; 40; 10; &Slow; vSlow)
  DIALOGADDDTEXT(100; 109; 5; 100; 180; 20; 1; WARNING: Text will be converted to polygons. You will be unable to edit the animated text as text.)
  DIALOGADDPUSHBUTTON(100; "OTHERButton"; 4; 121; 90; 13; NonDefaultBtn!; &Object Animation Dialog)
  DIALOGLOAD(100; "Presentations")
  FOR(x; 1; x<7; x+1)
    DialogAddListItem(100; 102; MainSection[x])
    IF(vTemp < 5)
      DialogAddListItem(100; 104; Section1[vTemp])
      vTemp:=(vTemp + 1)
    ENDIF
  ENDFOR

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RegionSetFocus("100.CancelBttn")
DIALOGSHOW(100;;MainLoop)
CallBackWait()
OnError Call(Error1)
TextToCurvesCmd ()
OnError ()
Call (Begin1)
DialogDestroy(100)
RETURN

LABEL(MainLoop)
if(MainLoop[5]=274)
    DialogDestroy(100)
    QUIT
endif
if(MainLoop[5]=273)
    switch(MainLoop[3])
        caseof"OKBttn":
            DialogDismiss("100";"OKBttn")
            CallBackResume()
        caseof"CancelBttn":
            DialogDestroy(100)
            QUIT
        caseof"OTHERButton":
            OnError Call(Error1)
            TextToCurvesCmd ()
            OnError ()
            ObjectAnimationDlg()
            UnselectAllObjects ()
            SetSlideTransition (No!; Effect: Normal!; Direction: NoDirection!; Speed: Fast!; ApplyEffectToAll: No!;
            IsManualDelay: Yes!; Delay: 0; ApplyAdvanceToAll: No!; AnimateWaitForAdvance: No!; AnimateOneAtATime:
            Yes!;
            AnimateAfterBullets: Yes!)
            QUIT
        caseof"102":
            vEffect = RegionGetSelectedText("100.102")
            IF(vEffect = MainSection[6])
                RegionResetList("100.104")
                FOR(x; 1; x<3; x+1)
                    DialogAddListItem(100; 104; Section3[x])
                ENDFOR
                RegionSelectListItem("100.104"; Section3[1])
            ENDIF
            IF(vEffect = MainSection[1] OR vEffect = MainSection[3])
                RegionResetList("100.104")
                FOR(x; 1; x<5; x+1)
                    DialogAddListItem(100; 104; Section1[x])
                ENDFOR
                RegionSelectListItem("100.104"; Section1[1])
            ENDIF
            IF(vEffect = MainSection[2] OR vEffect = MainSection[4] OR vEffect = MainSection[5])
                RegionResetList("100.104")
                FOR(x; 1; x<5; x+1)
                    DialogAddListItem(100; 104; Section2[x])
                ENDFOR
                RegionSelectListItem("100.104"; Section2[1])
            ENDIF
        endswitch
    endif
endif

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        ENDIF
        caseof"106": // Fast
            vNumSpeed:=3
        caseof"107": // Med
            vNumSpeed:=1
        caseof"108": // Slow
            vNumSpeed:=2
    endswitch
endif
RETURN

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LABEL (Begin1)

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    FOR(y; 1; y<7; y+1)
        IF(vEffect = MainSection[y]) vNumMain:=y ENDIF
    ENDFOR
    IF(vNumMain = 1 OR vNumMain = 3)
        FOR(y; 1; y<5; y+1)
            IF(vDirection = Section1[y]) vNumSec:=y ENDIF
        ENDFOR
        SetObjectTransition (NumMain[vNumMain]; NumSec1[vNumSec]; NumSpeed[vNumSpeed])
    ENDIF
    IF(vNumMain = 2 OR vNumMain = 4 OR vNumMain = 5)
        FOR(y; 1; y<5; y+1)
            IF(vDirection = Section2[y]) vNumSec:=y ENDIF
        ENDFOR
        SetObjectTransition (NumMain[vNumMain]; NumSec2[vNumSec]; NumSpeed[vNumSpeed])
    ENDIF
    IF(vNumMain = 6)
        FOR(y; 1; y<3; y+1)
            IF(vDirection = Section3[y]) vNumSec:=y ENDIF
        ENDFOR
        SetObjectTransition (NumMain[vNumMain]; NumSec3[vNumSec]; NumSpeed[vNumSpeed])
    ENDIF
    UnselectAllObjects ()
    SetSlideTransition (No!; Effect: Normal!; Direction: NoDirection!; Speed: Fast!; ApplyEffectToAll: No!;
    IsManualDelay: Yes!; Delay: 0; ApplyAdvanceToAll: No!; AnimateWaitForAdvance: No!; AnimateOneAtATime: Yes!;
    AnimateAfterBullets: Yes!)
RETURN

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LABEL (CheckMode)

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    if(EnvCurrentMode != 2)
        BEEP
        MESSAGEBOX(vStatus; "Text Animation Macro"; "Presentations must be in Slide Show mode, in the slide editor.";
    IconStop!)
        Quit
    endif
RETURN

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LABEL (Error1)

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    MessageBox(; "Text Animation Macro"; "Select a single text object. Do not select text on the slide layer. Text cannot be animated
    if it is in a title or subtitle area, bulleted list, data chart, or org chart."; OK!|IconStop!)
QUIT

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