




Transition Effects Between Objects

User Experience & User Interface

GeneXus 16

Transition Effects
GeneXus™

Transition Effects



- Default (default effect of the platform)
- Curl Up , Curl Down (iOS only)
- Flip From Left , Flip From Right (iOS only)
- Slide Down, Slide Up
- Slide Left, Slide Right
- Push Up, Push Down
- Push Left, Push Right
- Fade
- None

It is common for Smart Device applications to show some transition effects as we move from one screen to the next:

In GeneXus we will have several values available shown on screen. Some of them are: Curl Up (and Curl Down) (only for iOS), Slide Up (and Slide Down), Push Up (and Push Down), Fade, None, etc.

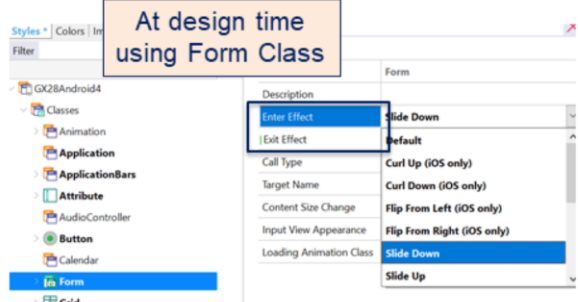
Note that each effect has an opposite, except for Fade. Further ahead we will see that opposites are used in a predetermined manner. However, if we preserve consistency, we may combine them as desired.

When we use a value that is supported only for iOS, then the default value will be used in Android. That default value in Android may vary according to the Manufacturer and to the version of the Operating System.

Transition Effects
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Transition Effects

At design time
using Form Class



```

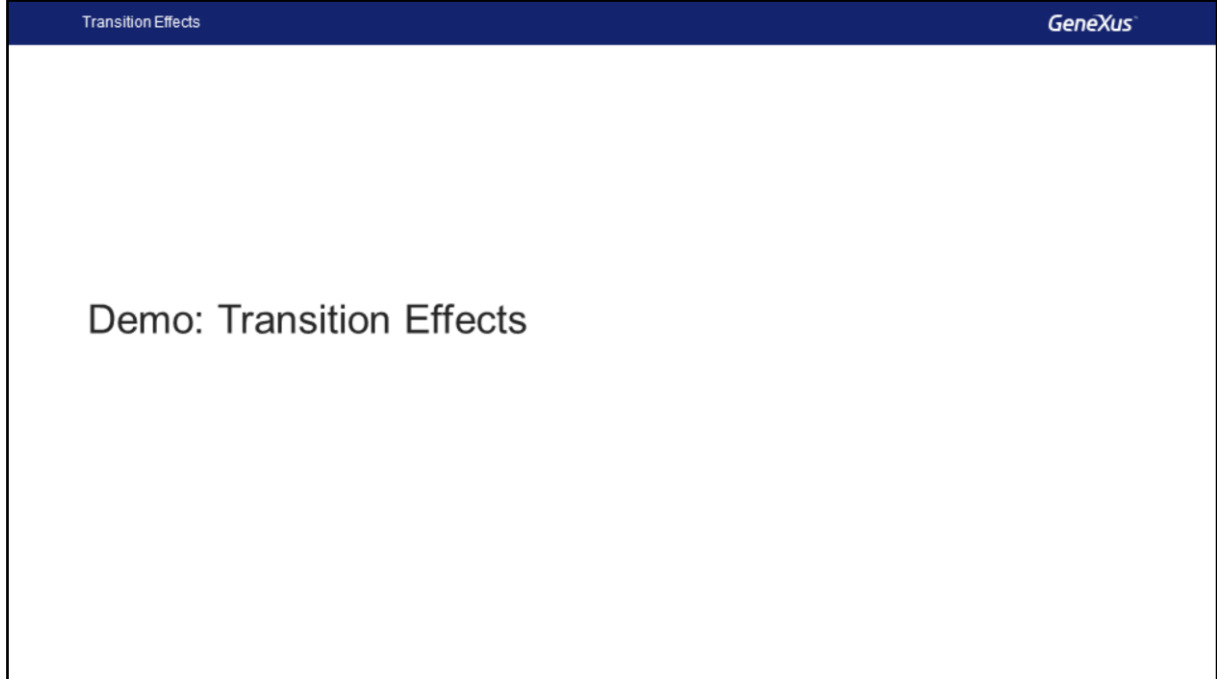
1 Event 'WorkWithDevicesCountry'
2   Composite
3     WorkWithDevicesCountry.CallOptions.EnterEffect = Effect.PushUp
4     WorkWithDevicesCountry.CallOptions.ExitEffect = Effect.PushDown
5     WorkWithDevicesCountry.Country.List()
6   EndComposite
7 EndEvent

```

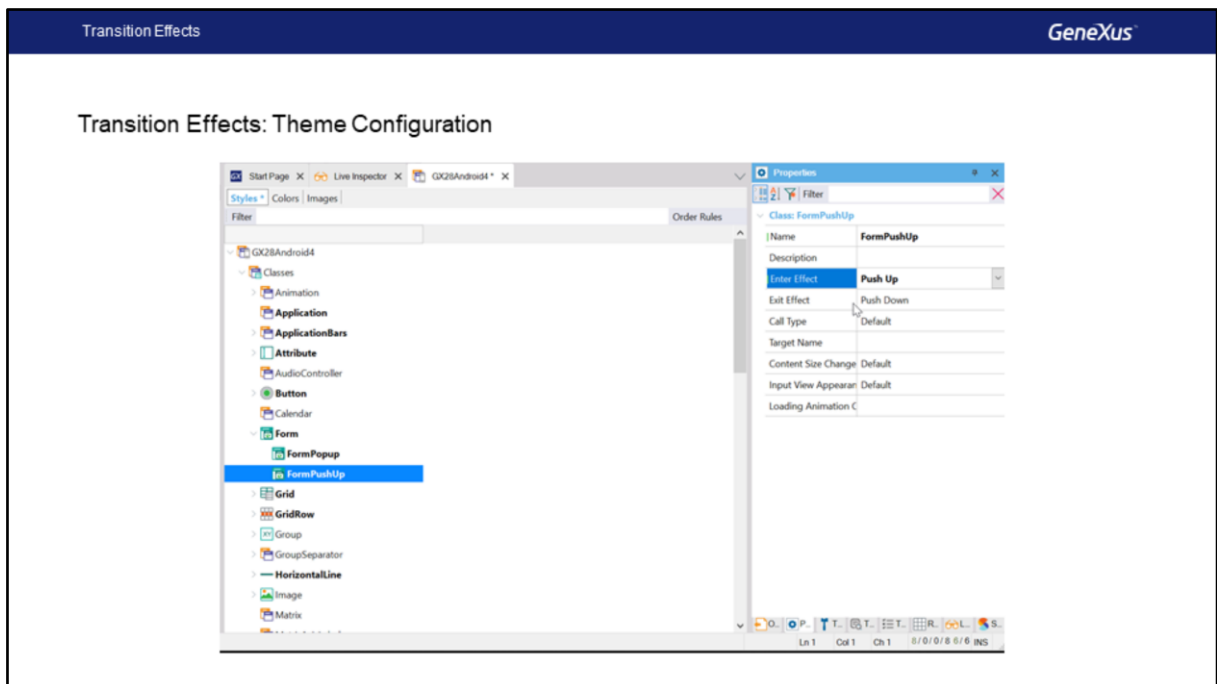
At runtime
using CallOptions

In GeneXus, we may specify these transition effects in two different locations.

We may do it in a static manner in design time in the Theme of the Form class or any of its subclasses using the Enter Effect and Exit Effect properties; or we may do it in runtime, in a programmatic manner, with the configuration of the Enter and Exit Effect properties of CallOptions before calling an object.



We will see this in GeneXus.



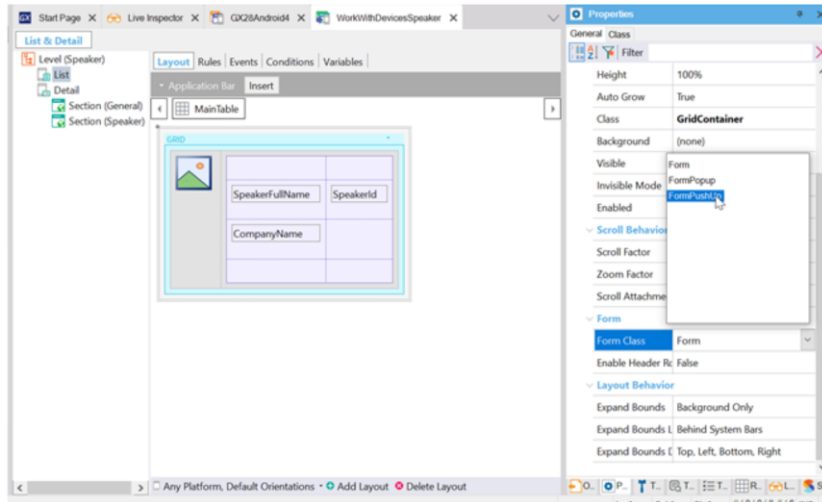
First we will see how this application is viewed. In the emulator we go to Countries. Note the effect, where just the screens appear and there isn't a marked effect. This is the default value, at least in the emulator, remember that in Android, the default value may vary.

We go to the theme, Gx28Android4, and in the Form class we add a class that we will call FormPushUp and we will set up the Enter Effect property. It is in the default value. Note all the values we have available. Like we mentioned before, we will use PushUp.

Note that Exit Effect takes the opposite value, Push Down in this case. We could change it, but we will leave the default value.

We will record the Theme.

Transition Effects: Object Configuration

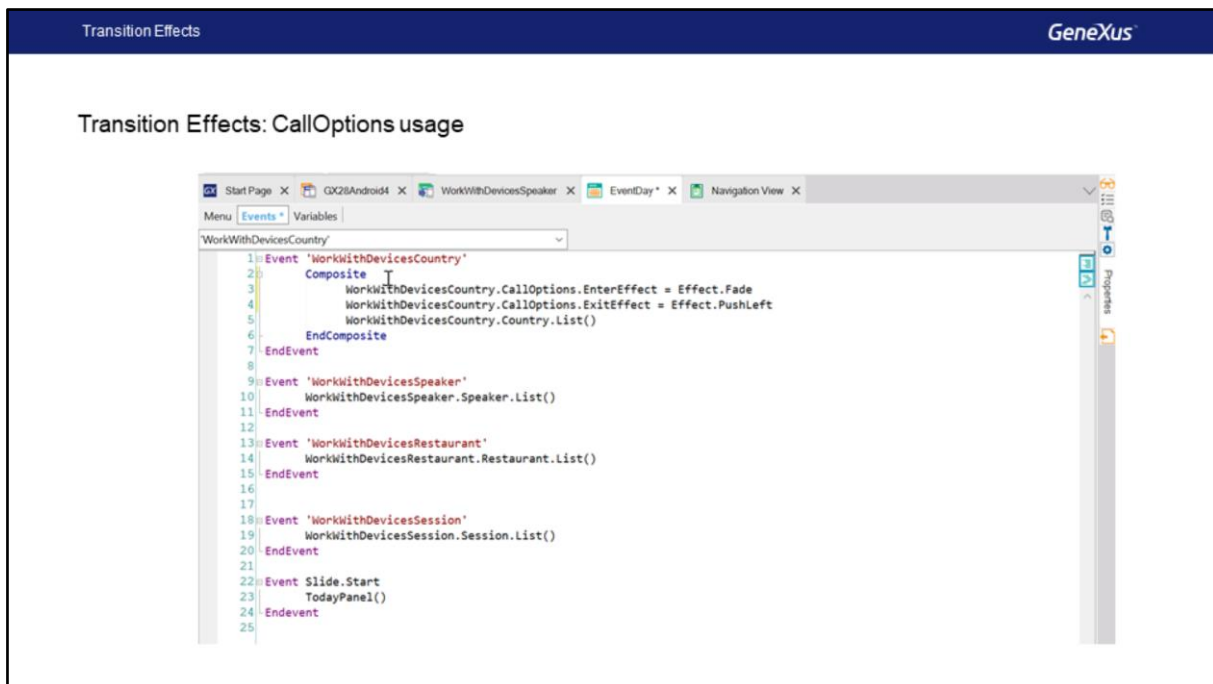


Now we will open, for example, WorkWithDevicesSpeaker, so we go to the List. In Main Table we will change the associated class, the Form Class, and instead of Form we will use FormPushUp. We record it, though it was not necessary we are using Live Editing, we will see it directly.

We go to Speakers and note the PushUp effect. We access again. The content comes from below and pushes up. Let's do it again.

Now we can try with some other effect that is more noticeable. For example, we select PushRight, and change to PushLeft Exit Effect.

We go to Countries, now Speakers, and note that here we have the effect a little more evident, and the Push Left as we exit.



We will now see how we would go about doing this in a programmatic manner. We go to EventDay and to WorkWithDevicesCountry, the event.

And here we copy the name of the WorkWithDevicesCountry object directly. We paste and enter with dot (.) to properties and methods. We select the CallOptions property, dot (.) again, EnterEffect just the same, and here we will use an enumerated domain called Effect. If we press dot (.), we will have all the options available, all those we already saw. We will go for Fade, for example.

We could do the same with Exit Effect, we paste the name of the object, CallOptions dot ExitEffect, in the same way, and again the (Effect) enumerated domain, dot and we will select a different one, like Push Left.

In this manner, we could configure it in a programmatic manner before the call (to the object) takes place.
And this is the end of this subject.

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