OPERATOR INTERFACE PRODUCTS APPLICATION NOTE

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Subject: Blinking an Object for SSWIN   AN# 1080A
Date: May 26, 1998
Name: Shiu Moy
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Description: This blinking example can be used for blinking parts of an object, such as the
background of an object.

From **Data: Drivers: Internal,** enter the following tag name and tie it to the **Second** internal register:

Tag Name	Internal Register
BLINK_TIMER	**Second**

Create an expression in **Data: Application: Expression:** with following entries:

Tag Name	Expression
BLINK_BACKGROUND	**BLINK_TIMER&1**

This expression causes the object to blink. The value in **BLINK_TIMER** is bitwise ANDed with a bit 1. The result is put in **BLINK_BACKGROUND** as an alternating 0 and 1 pattern.

Create an object on a screen in Screen Editor, select the **Shape Animations** icon and choose the property for blinking. For this example, create a static text object, select the **Shape Animations** icon and select the **Background** tab. Enter **BLINK_BACKGROUND** in the tag name field and select a color.