

# Animation Depending On a Condition

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## Overview

The Animation control in the ASP.NET AJAX Control Toolkit is not just a control but a whole framework to add animations to a control. Whether an animation is run or not can also depend on a condition in form of some JavaScript code.

## Steps

First of all, include the **ScriptManager** in the page; then, the ASP.NET AJAX library is loaded, making it possible to use the Control Toolkit:

```
<asp:ScriptManager ID="asm" runat="server" />
```

The animation will be applied to a panel of text which looks like this:

```
<asp:Panel ID="panelShadow" runat="server" CssClass="panelClass">
  ASP.NET AJAX is a free framework for quickly creating a new
  generation of more efficient,
  more interactive and highly-personalized Web experiences that
  work across all the
  most popular browsers.<br />
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  work across all the
  most popular browsers.<br />
</asp:Panel>
```

In the associated CSS class for the panel, define a nice background color and also set a fixed width for the panel:

```
<style type="text/css">
  .panelClass {background-color: lime; width: 300px;}
</style>
```

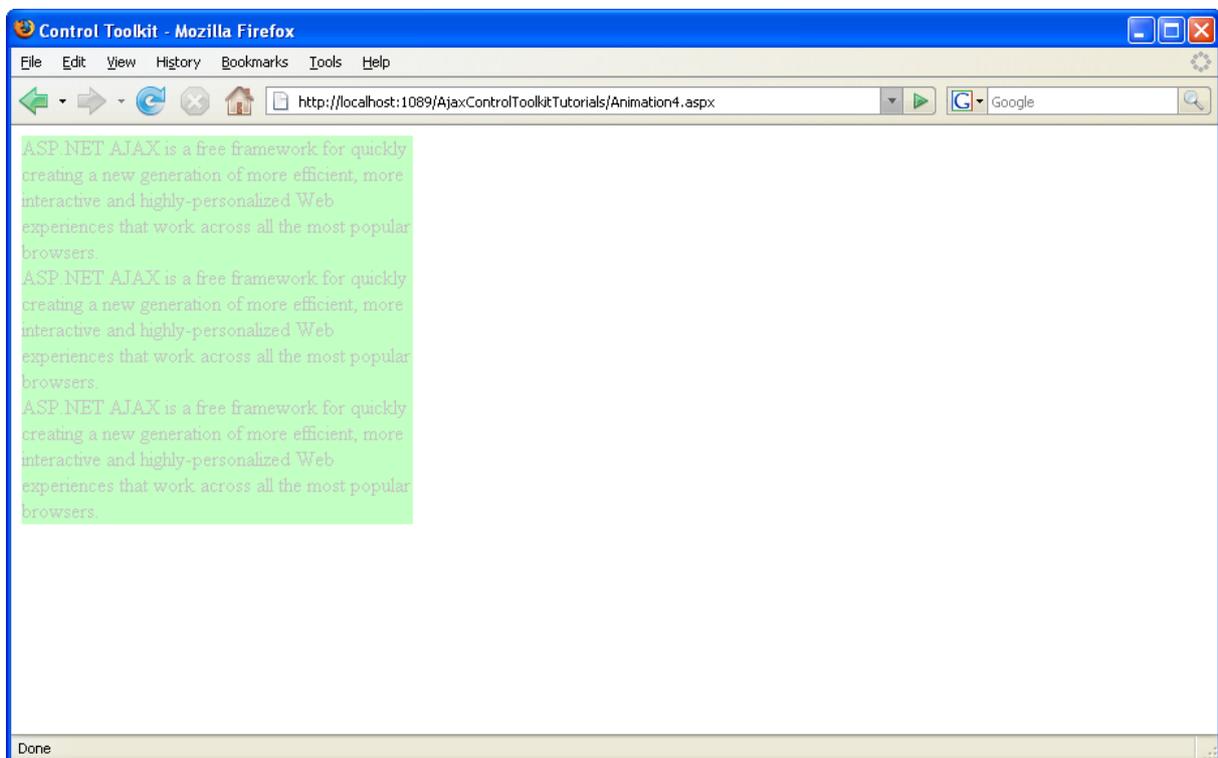
Then, add the **AnimationExtender** to the page, providing an **ID**, the **TargetControlID** attribute and the obligatory **runat="server"**:

```
<ajaxToolkit:AnimationExtender ID="ae" runat="server"
  TargetControlID="Panel1">
```

Within the **<Animations>** node, use **<OnLoad>** to run the animations once the page has been fully loaded. Instead of one of the regular animations, the **<Condition>** element comes into play. The JavaScript code provided as the value of the **ConditionScript** attribute is executed at runtime. If it evaluates to true, the animation is executed, otherwise not. The following markup provides two animations, each of them being executed in 50% of cases upon random. Since there may only be one animation within **<OnLoad>**, the two **<Condition>** animations are joined together using the **<Sequence>** element:

```
<ajaxToolkit:AnimationExtender ID="ae" runat="server"
  TargetControlID="Panel1">
  <Animations>
    <OnLoad>
      <Sequence>
        <Condition ConditionScript="Math.random() &lt; 0.5">
          <Resize Width="1000" Height="150" Unit="px" />
        </Condition>
        <Condition ConditionScript="Math.random() &lt; 0.5">
          <FadeOut Duration="1.5" Fps="24" />
        </Condition>
      </Sequence>
    </OnLoad>
  </Animations>
</ajaxToolkit:AnimationExtender>
```

Note that the less than sign (**<**) in the **ConditionScript** attribute must be escaped (**&lt;**). When you run this script, either no animation runs, or one of the two does, or both do.



**The panel is fading out without resizing, so the second animation runs, the first one didn't**