

Picking One Animation Out Of a List

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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. The framework also allows the programmer to pick one animation out of a list of animations, depending on the evaluation 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"**:

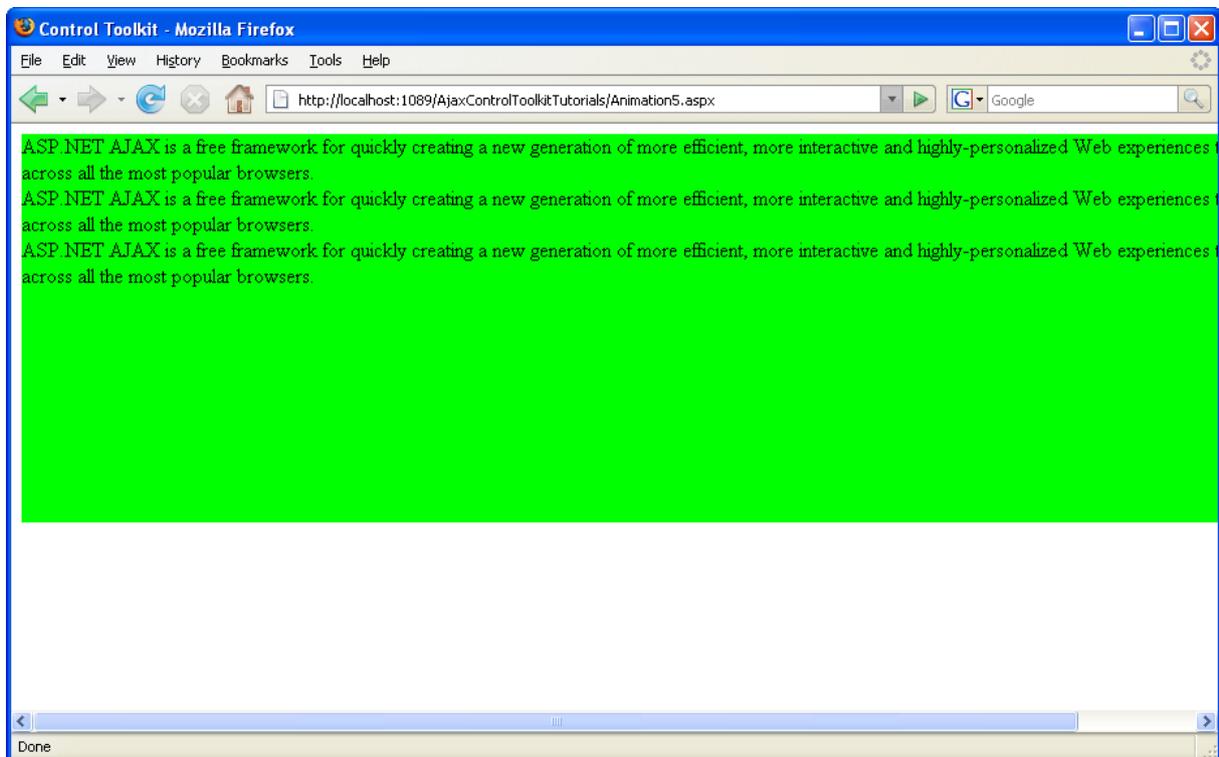
```
<ajaxToolkit:AnimationExtender ID="ae" runat="server"
```

```
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 **<Case>** element comes into play. The value of its **SelectScript** attribute is evaluated; the return value must be numerical. Depending on this number, one of the subanimations within **<Case>** is executed. For instance, if **SelectScript** evaluates to 2, the Control Toolkit runs the third animation within **<Case>** (counting starts at 0).

The following markup defines three subanimations: Resizing the width, resizing the height, and fading out. The JavaScript code (**Math.floor(3 * Math.random())**) then picks a number between 0 and 2, so that one of the three animations is run:

```
<ajaxToolkit:AnimationExtender ID="ae" runat="server"
  TargetControlID="Panel1">
  <Animations>
    <OnLoad>
      <Case SelectScript="Math.floor(3 * Math.random())">
        <Resize Width="1000" Unit="px" />
        <Resize Height="150" Unit="px" />
        <FadeOut Duration="1.5" Fps="24" />
      </Case>
    </OnLoad>
  </Animations>
</ajaxToolkit:AnimationExtender>
```



One of the possible three animations: The panel gets wider