



## TMS TAdvSmoothSlideShow DEVELOPERS GUIDE

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## Availability

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TMS TAdvSmoothSlideShow is available as VCL component set for Win32 application development

### VCL versions:

TMS TAdvSmoothSlideShow is available for Delphi 6,7,2005,2006,2007,2009,2010,XE & C++Builder 2006,2007,2009,2010,XE.

## Description

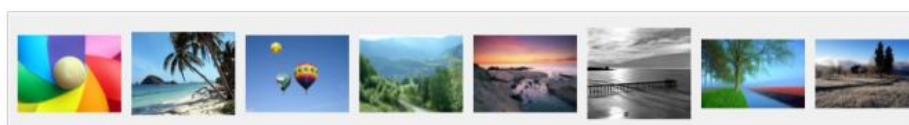
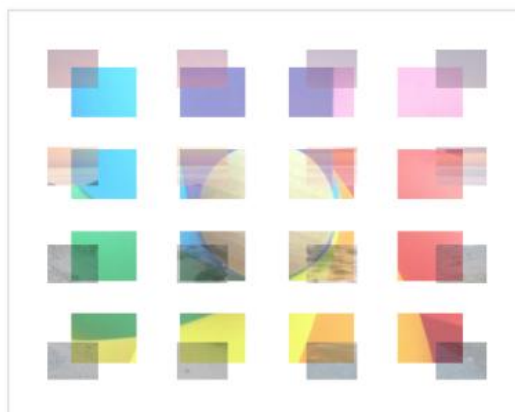
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The TAdvSmoothSlideShow is a slideshow component with various animation modes, optional thumbnail list and a smooth look and feel.

## Feature overview

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- Optional background, thumbnail and placeholder gradient / semi opaque fill
- Different animation modes from a simple right to left animation to a checkboard, fade in/out, spinning animation and much more
- Optional automatic rotation
- Optional thumbnails for visual navigation with different positions
- Aspect-ratio or stretched images
- Full keyboard and mouse navigation
- Optional description appearing on hovering & text associations with images
- Different item kinds with Windows Shell Preview (Delphi/C++ 2010 only), Text, Text and Image controls and custom drawing
- Control support to paint and host controls
- Custom drawing on items
- Supports different Office and Windows Vista / 7 styles
- Support for BMP,JPEG,GIF,PNG,EMF images



## Using the slideshow

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### Adding Items

Items can be added at designtime or at runtime. The slideshow has a built-in function to quickly add images from a folder.

```
AdvSmoothSlideShow1.AddItemsFromFolder('\\Sample photos\*.jpg', ikImage);
```

The first parameter is the location of the images. The second parameter controls the kind of items.

Items can also be added separately to provide extra details. Different combinations are possible:

```
with AdvSmoothSlideShow1.Items.Add do  
begin  
  Image.LoadFromFile('image1.jpg');  
  Location := 'image1.jpg';  
  Kind := ikImage;  
  Control := Button1;  
  ...  
end;
```

### Item Kinds

Different kinds of items can be added to the slideshow. Each item type will be displayed in its specific way in the slideshow. Of course, all displayed items will be animated.

ikImage: Default: a normal image

ikControl: A Control. The Control must support a PaintTo method which will be called to paint the control inside the area. When animating, the image is used. After animation the control is shown which can be used as active control on the form. When the control is modified, the new state is saved in the image and further used in animations.

ikPreview (Delphi/C++ 2010 Only): Only file types that have a registered preview handler on Operating System level can be shown as preview. The application that is linked to the file (ex. '.ppt' → PowerPoint) must have a preview handler that is registered in the operating system. In a default Windows Vista or Windows 7 operating system installation, there are some built-in preview handlers for known file types such as 'wmv', 'mp3', and all image types. When using the preview kind, the image that is generated for the item is used & animated.

ikText: Text that can be altered with Font, Color, position and formatting properties.

ikImageText: The combination of the image and text type.

ikCustom: Customized drawing through the event OnCustomDraw

List of available properties

<p>Animation</p> <p>  Animation   <input checked="" type="checkbox"/> True</p>	<p>Enable or disable animation. When Animation is disabled the images will only rotate and display but without animation.</p>
<p>Animations</p> <p>[-] Animations [saLeftToRight]</p> <ul style="list-style-type: none"> <li>saBottomLeftToTopRight <input type="checkbox"/> False</li> <li>saBottomRightToTopLeft <input type="checkbox"/> False</li> <li>saTopLeftToBottomRight <input type="checkbox"/> False</li> <li>&gt;&gt; saTopRightToBottomLeft <input type="checkbox"/> False</li> <li>saBottomToTop <input type="checkbox"/> False</li> <li>saTopToBottom <input type="checkbox"/> False</li> <li>saLeftToRight <input checked="" type="checkbox"/> True</li> <li>saRightToLeft <input type="checkbox"/> False</li> <li>saWipeBottomToTop <input type="checkbox"/> False</li> <li>saWipeTopToBottom <input type="checkbox"/> False</li> <li>saWipeLeftToRight <input type="checkbox"/> False</li> <li>saWipeRightToLeft <input type="checkbox"/> False</li> <li>saWipeBottomLeftToTopRight <input type="checkbox"/> False</li> <li>saWipeBottomRightToTopLeft <input type="checkbox"/> False</li> <li>saWipeTopLeftToBottomRight <input type="checkbox"/> False</li> <li>saWipeTopRightToBottomLeft <input type="checkbox"/> False</li> <li>saCheckBoard <input type="checkbox"/> False</li> <li>saVerticalCheckBoard <input type="checkbox"/> False</li> <li>saHorizontalCheckBoard <input type="checkbox"/> False</li> <li>saEllipse <input type="checkbox"/> False</li> <li>saRectangle <input type="checkbox"/> False</li> <li>saRotate <input type="checkbox"/> False</li> <li>saSpin <input type="checkbox"/> False</li> <li>saSpiral <input type="checkbox"/> False</li> <li>saFadeInOut <input type="checkbox"/> False</li> <li>saTearHorizontal <input type="checkbox"/> False</li> <li>saTearVertical <input type="checkbox"/> False</li> <li>saTearRotate <input type="checkbox"/> False</li> </ul>	<p>When multiple animations are selected the slideshow randomly chooses between the selected animation types.</p>
<p>AspectRatio</p> <p>  AspectRatio   <input checked="" type="checkbox"/> True</p>	<p>Enable or disable aspect ratio on the displayed images. When aspect ratio is true the image is drawn with the correct relationship between the width and the height.</p>

<p>DescriptionFill</p> <p> DescriptionFill   (TGDIPFill)</p>	<p>The fill that is used for the description of the image. When hovering the image the description is shown.</p>
<p>FadeAnimationFactor</p> <p> FadeAnimationFactor   6</p>	<p>The animation factor to increase or decrease the animation speed when the image is animating.</p>
<p>Fill</p> <p> Fill   (TGDIPFill)</p>	<p>The background fill of the slideshow.</p>
<p>HolderAnimationFactor</p> <p> HolderAnimationFactor   6</p>	<p>The animation factor to increase or decrease the animation speed when the placeholder is animating.</p>
<p>ItemIndex</p> <p> itemindex   0</p>	<p>The index of the selected image.</p>
<p>ItemMode</p> <p> ItemMode   imNormal</p>	<p>The mode of the images that are drawn inside the placeholder. When imNormal is chosen, the image is drawn with the correct ratio and positioned center in the slideshow component.</p> <p>When imStretch is chosen, the image is drawn with the correct ratio and stretched in the slideshow component.</p>
<p>Items</p> <p> Items   (TAdvSmoothSlideShowItem)</p>	<p>The collection of slideshow items.</p>
<p>LoadEffect</p> <p> LoadEffect   <input checked="" type="checkbox"/> True</p>	<p>The load effect is the effect when the next image is loading. Normally, the image that is loading takes the same animation as the image that is unloading.</p> <p>Setting this to false creates different visual effects.</p>

<p>Placeholder</p> <ul style="list-style-type: none"> <li>Placeholder <input checked="" type="checkbox"/> True</li> <li>PlaceholderFill (TGDIPFill)</li> <li>PlaceholderSpacing 40</li> </ul>	<p>The place holder is an area that is displayed around the image. When the image that is loaded has a different size than the previous image the place holder automatically animates to the correct size (this feature is optional).</p>
<p>Rotation</p> <ul style="list-style-type: none"> <li>Rotation <input checked="" type="checkbox"/> True</li> <li>RotationInterval 3500</li> </ul>	<p>Rotation can be enabled or disabled and changed in speed. When rotation is disabled the next image can still be programmatically selected.</p>
<p>ThumbNail</p> <ul style="list-style-type: none"> <li>[-] ThumbNailHandles (THandleAppearance)             <ul style="list-style-type: none"> <li>ArrowColor <input type="checkbox"/> dBlack</li> <li>BorderColor <input type="checkbox"/> dSilver</li> <li>Color <input type="checkbox"/> dSilver</li> <li>Opacity 200</li> <li>Size 35</li> <li>ThumbNailHeight 100</li> <li>ThumbNailHolderFill (TGDIPFill)</li> </ul> </li> <li>[-] ThumbNailHolderMargin (TMargins)             <ul style="list-style-type: none"> <li>Bottom 3</li> <li>Left 3</li> <li>Right 3</li> <li>Top 3</li> </ul> </li> <li>ThumbNailPosition tpBottom</li> <li>ThumbNails <input checked="" type="checkbox"/> True</li> <li>ThumbNailSelectedFill (TGDIPFill)</li> <li>ThumbNailsFloating <input type="checkbox"/> False</li> <li>ThumbNailSpacing 10</li> <li>ThumbNailWidth 100</li> </ul>	<p>Thumbnails are small versions of the original image that can be optionally displayed left, right, top or bottom in the slideshow. When the amount of thumbnails exceeds the size of the slideshow automatic handles appear that can be used to scroll the list.</p> <p>A new image can be selected by clicking on the thumbnail.</p>
<p>Transitions</p> <ul style="list-style-type: none"> <li>[-] Transitions [stFade,stPlaceholder]             <ul style="list-style-type: none"> <li>stFade <input checked="" type="checkbox"/> True</li> <li>stPlaceholder <input checked="" type="checkbox"/> True</li> </ul> </li> </ul>	<p>There are many animations but currently only 2 transitions.</p> <p>The first transition is the Fade transition. When the fade transition is selected the image that is animated is also faded.</p> <p>The second transition is the Placeholder transition. The placeholder transition occurs when switching images and the next image has different dimensions than the previous image.</p>

## Interaction

Navigating through the slideshow can be done in several ways at runtime with the mouse, keyboard and in code.

### Mouse:

- Clicking on a thumbnail selects the image.
- Clicking on the handles or using the mouse wheel scrolls the thumbnails to left or right.
- Hovering over the image show the description.

### Keyboard:

- Using the keys Left, Right, Up, Down, Home and End key navigates through the images.
- Escape is used to quit the fullscreen mode.

### Code:

- Selects the next image  
`AdvSmoothSlideShow1.Next;`
- Selects the previous image  
`AdvSmoothSlideShow1.Previous;`
- Displays the slideshow in a maximized fullscreen version  
`AdvSmoothSlideShow1.FullScreen;`
- Displays the slideshow in a normal version (after fullscreen is used)  
`AdvSmoothSlideShow1.Normal;`

## Events

<pre>OnCustomDraw OnImageLoaded OnThumbClick OnThumbDbClick OnThumbHint OnThumbLoaded</pre>	<p><b>OnCustomDraw:</b> Event used when adding items for custom drawing.</p> <p><b>OnImageLoaded:</b> Event called when the image is completely loaded.</p> <p><b>OnThumbClick:</b> Event called when clicking on a thumb.</p> <p><b>OnThumbDbClick:</b> Event called when double-clicking on a thumb.</p> <p><b>OnThumbHint:</b> Event called when hovering over a thumb and showing the hint.</p> <p><b>OnThumbLoaded:</b> Event called when the image thumbnail is completely loaded.</p>
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