Example project: Visibility

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1 Overview

In this project it is shown how visibility is used in the Wachendorff Projektor Tool.

2 Details of the project

Visibility can be used to make objects invisible / visible at runtime. It can be used on all objects, or even on containers, softkey frames or frames. This project shows how the visibility concept works. There are 64 visibility variables that can be used. Each of them has 16 bits, and each bit can be linked to one or several objects to switch their visibility. If the bit is 1, the object is visible, if it's 0, then it's invisible.

The variables and bits have to be initialized in the project properties. After assigning them names you can use them for the objects.

In the project you can change the value of the visibility variable. In the upper region you will see the first 5 bits of the variable, and in the middle you see (or don't see) the objects that are connected to those bits.

2.1 Scripts

2.1.1 calculate_binary.js

This script is running on the event OnValueChangeByOwner of the variable @Visibility00 which is used for the 5 objects. The script is only needed for the display of the single bits of the variable value. First the value is read and converted to a string that contains the binary value. Then this string is taken apart one by one and the value of each bit is set.

2.1.2 auto_mode.js

This script is running on the event OnPageRepeat and it simply increases the value of the visibility variable by one every 600 ms if the auto mode has been enabled.