Archived:Animating graphics item fading

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Qt Quick should be used for all UI development on mobile devices. The approach described in this article (using C++ for the Qt app UI) is deprecated.

Overview

This series of snippets demonstrates how to implement nice animation effects into your Qt UI application. Qt 4.6 has Qt Animation Framework as a built-in feature. Documentation can be found here: [1]

This snippet shows how to animate a fade effect in `QGraphicsPixmapItem`.

See full example code here: File:Animation fw.zip

Preconditions

Qt 4.6 has been installed.

Header file

Define `fade` property and setter/getter function.

```
class PictureItem: public QObject, public QGraphicsPixmapItem
{
Q_OBJECT

    // Fade picture property for QPropertyAnimation
    Q_PROPERTY(int fade READ fade WRITE setFade)

public:
    // For fade property
    void setFade(int f);
    int fade() const;

    // Animate fade effects for this class
    void animateFadeIn();
    void animateFadeOut();

private:
    int m_fade;
    QPixmap m_originalPicForFade;
};
```

Source file

Implement setter/getter for `fade` property.

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```
void PictureItem::setFade(int f)
{
    m_fade = f;

    // Store original picture before fading it "broken"
    if ((m_fade == 255 || m_fade == 0) && m_originalPicForFade.isNull()) {
        m_originalPicForFade = pixmap();
    }

    // Picture for fading
    QPixmap pic;
    if (m_originalPicForFade.isNull())
        pic = pixmap();
    else
        pic = m_originalPicForFade;

    // Actual fading
    QPixmap transparent(pic.size());
    transparent.fill(Qt::transparent);
    QPainter p(&transparent);
    p.setCompositionMode(QPainter::CompositionMode_Source);
    p.drawPixmap(0, 0, pic);
    p.setCompositionMode(QPainter::CompositionMode_DestinationIn);
    p.fillRect(transparent.rect(), QColor(0, 0, 0, m_fade));
    p.end();
    pic = transparent;
    transparent = 0;

    // Use new faded picture
    setPixmap(pic);
}

int PictureItem::fade() const
{
    return m_fade;
}
```

The animation is executed from the `animateFadeIn()` or `animateFadeOut()`method.

```
void PictureItem::animateFadeIn()
{
    // Start animate this class
    QPropertyAnimation* anim = new QPropertyAnimation(this, "fade");
    anim->setDuration(1000);
    anim->setStartValue(255); // from fully visible
    anim->setEndValue(0); // to invisible
    anim->setEasingCurve(QEasingCurve::Linear);

    QObject::connect(anim, SIGNAL(finished()), this, SLOT(animationFinished()));

    anim->start(QAbstractAnimation::DeleteWhenStopped);
}

void PictureItem::animateFadeOut()
{
```


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```
    // Start animate this class
    QPropertyAnimation* anim = new QPropertyAnimation(this, "fade");
    anim->setDuration(1000);
    anim->setStartValue(0); // from invisible
    anim->setEndValue(255); // to fully visible
    anim->setEasingCurve(QEasingCurve::Linear);

    QObject::connect(anim, SIGNAL(finished()), this, SLOT(animationFinished()));

    anim->start(QAbstractAnimation::DeleteWhenStopped);
}
```

Postconditions

`PictureItem` can be faded by calling the `PictureItem::animateFadeIn()` or `PictureItem::animateFadeOut()` method.

Animation Framework snippet series

Full example code package

- Enabling Qt Animation Framework in an application
- Archived:Animating graphics item position in Qt
- Archived:Animating graphics item rotation
- **Archived:Animating graphics item fading**
- Archived:Animating graphics item scaling
- Archived:Animating graphics item position and rotation simultaneously

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