Goldfish 4

Animation

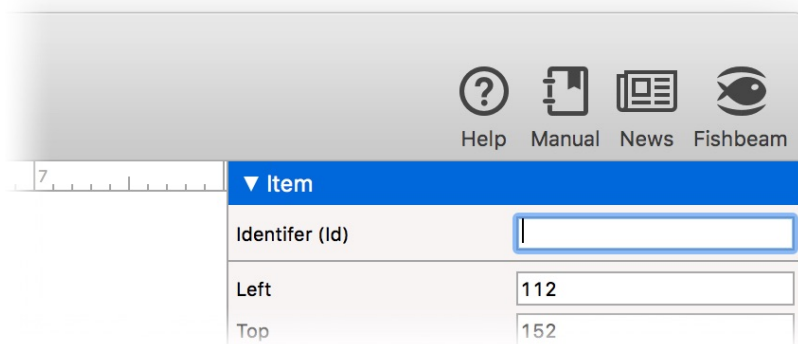A Big Thank You to
Tobias Schilpp

Goldfish 4: Animation

Enhance your website with animations. Every item on a page can be animated. This works with an animation item that you can drag from the items to the website.

You can add an animation item to each area, slider area and area template. To add an animation item, edit the content of an area, slider or area template and drag an animation item from the items to the editor.


An animation item contains the schedule for an animation. It will not be displayed on the page, but only stores the schedule. Because of this, you can place it on the page where it does not bother you. Enter a unique name in the properties at *Animation > Name*, so you do not mix the animation items later.

The schedule can contain any items or page areas. You can show, hide and bounce these items and areas with an animation - many other animation effects are also possible. For adressing these items or areas in an animation, give them an unique name in the properties at *Item > Identifier (ID)* or at *Page Area > Identifier (ID)*.

INFO: **Please note that the property** *Page Area > Identifier (ID)* **is only visible, when you are not in the edit mode of the area. Click once in the space outside of the area when you are in edit mode.**
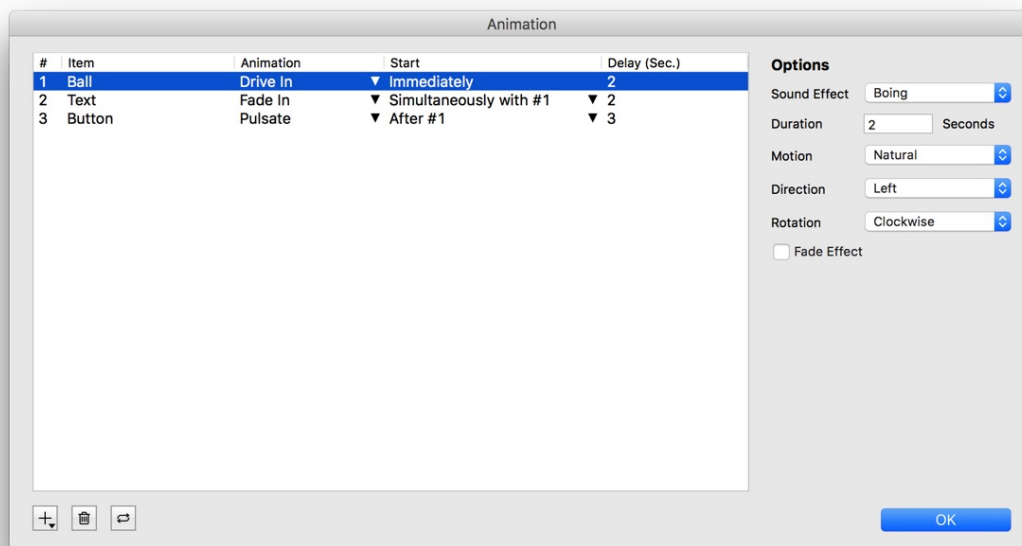
Open the *Animation* window. Therefore click on *Animation > Animation > Choose...* in the properties of the animation. The animation schedule is listed there. Each step will executed sequentially. So you can animate multiple items simultaneously or sequentially. At the beginning the list is empty. On the right,there are options for the selected animation step of the schedule.

⊞ Adds an item, that you want to animate, as a step in the schedule.

🗑 Deletes the selected step from the schedule.

⇄ Looping: Repeats the schedule when the end is reached.

Click on + to add items, that you want to animate, to the schedule. You must have named the items at *Item > Identifier (ID)* before that. With *Open Link* you can add a link. If the animation arrives at this point, the link will be opened. With this, you can start another animation or switch to another page.
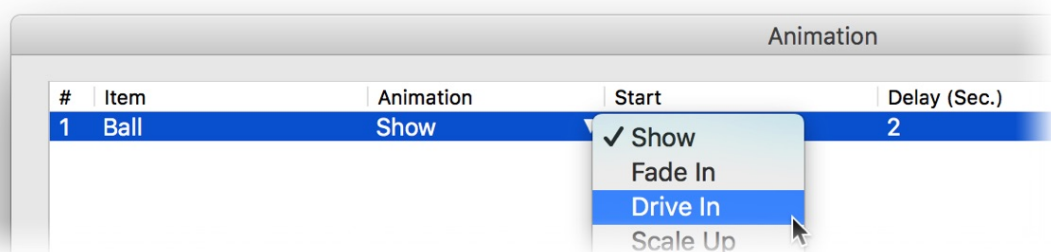
After you have added items, choose an animation type at *Animation* in the schedule. The following types are available:

- *Show* shows the item immediately without an animation.
- *Fade In* fades the item in smoothly in with a fade effect.

- *Drive In* drives the item in from the side.
- *Scale Up* enlarges the item from one point until it reaches the original size.
- *Puff In* reduces the size of the item from quite huge, until it reaches the original size.
- *Wipe In* opens the content like a curtain.
- *Bounce* let the item bounce for a few times.
- *Pulsate* let the item pulse (the item is briefly hidden and displayed).
- *Shake* shakes the item.
- *Move* moves the item to another location.
- *Hide* hides the item without animation immediately.
- *Fade Out* fades the item out smoothly with a transition.
- *Drive Out* drives the item out to the side.
- *Scale Down* reduces the size of the item to one point until it's finally gone.
- *Puff Out* enlarges the item and fades it out a the same time.
- *Wipe out* closes the content like a curtain.
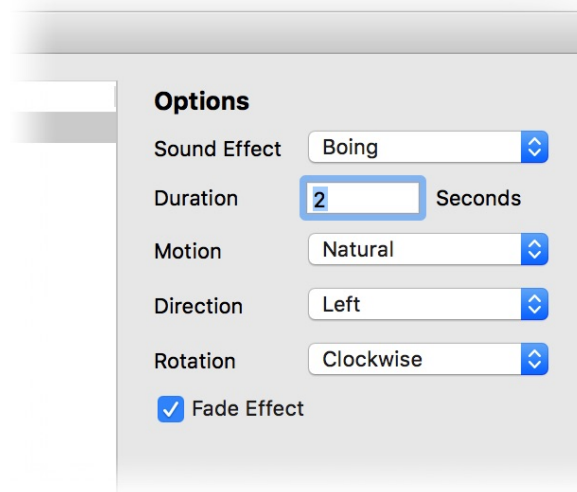
For each type of animation there are numerous options available. Please, note that not all options are for all animation types available.

Sound Effect
Plays a sound effect during the animation. You can use a sound effect from the list or select your own *.mp3*-file.

Duration
Duration of the Animation in seconds.

Motion
Sets the motion type.
- *Natural* performs the animation with natural inertia. Items are a bit sluggish at the beginning and at the end.
- *Linear* runs the animation absolutely straight.

- *Speed Up* lets the animation get faster during the performance.
- *Speed Down* lets the the animation get slower during the performance.
- *Bounce* let the animation cushion at the end as in a collision or a rubber band.

Direction

Determines the direction from which the item should appear or into which the item should disappear.

Rotation

The item rotates during the animation clockwise or anticlockwise.

Transition

The item will be displayed or hidden during the animation.

Origin

Only at *Wipe In* and *Wipe Out*.

- *Left* wipes in the item from the left or wipes it out to the left.
- *Center* wipes in the item from the center to the left and right or wipes it out from the left and right to the center.
- *Right* wipes in the item from the right or wipes it out to the right.
- *Top* wipes in the item from the top or wipes it out to the top.
- *Middle* wipes in the item from the middle to the top and bottom or wipes it out from the top and bottom to the middle.
- *Bottom* wipes in the item from the bottom or wipes it out to the bottom.
- *Absolut Center* wipes the item out from the center in all directions or wipes it in to the center.

Times

Specifies how many times the animation will be repeated.

Left +/-

Setsthe number of pixels to which the item is to be moved horizontally.

Top +/-

Sets the number of pixels to which the item is to be moved vertically.

Link

Only at *Open Link*. In the link window, you can determine where the link should lead to.

- *Internal Link to Page* sets a link to one of the pages or sub pages in your project. Select the page from the list. From the action list below, you can select an action on the page as the link target.
- *E-Mail Address* sets a link to an e-mail address. This opens the user's e-mail app, and a new e-mail to the specified e-mail address will be opened.
- *File* sets a link to a file that will displayed or download. For example, if you select a PDF

document, it will be displayed by clicking on the link.

- *Custom Link* sets a link to another website or link target. For example, enter an external address, such as *http://www.fishbeam.com*. -
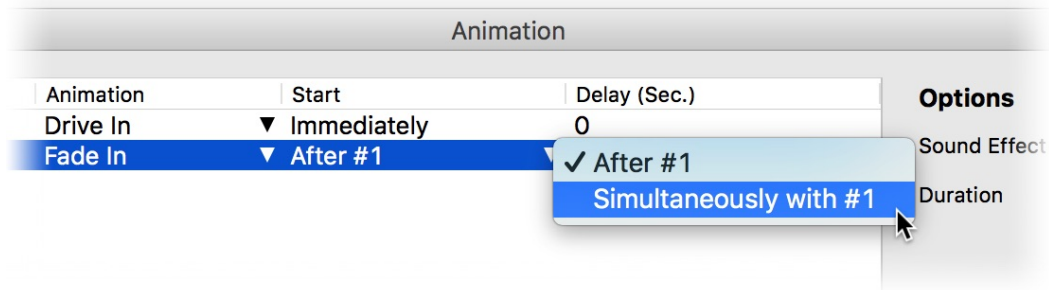

Normally all steps and animations are executed one after the other or immediately in the schedule. But, you can give a delay with *Delay (Sec.)* for that the execution of the step should wait. Also, several steps can be executed in parallel. For this select the value *Simultaneously with #x* at *Start*.

If you finished the schedule, close the window *Animation* with a click on *OK*. Now you have to define when the animation should be executed.
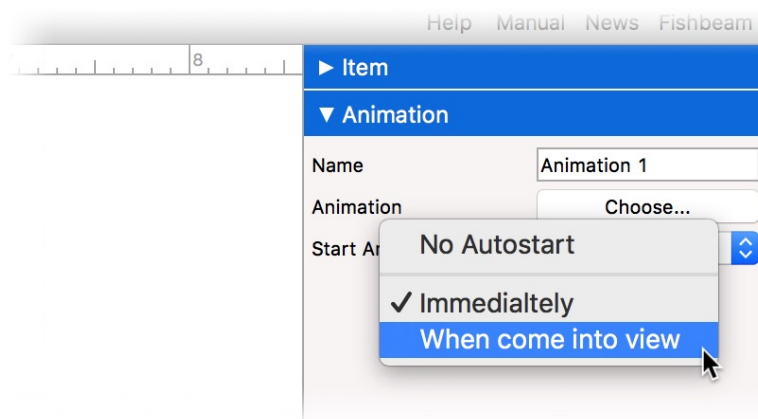
You can set this in the properties of the animation with *Animation > Start Animation*.

- *No Autostart* starts the animation not automatically. Then, you can play the animation via a link or when interacting with an item.
- *Immediatelly* start the animation as soon as the page is completely loaded.
- *When Come into View* starts the animation as soon as the (invisible) animation item appears into the field of view. For example, that is the case when the animation item comes into view by scrolling.
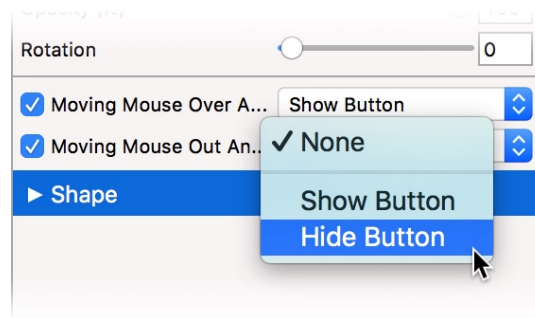
You can start an animation when the user moves the mouse over an item or moves it out of the item. To do this, select the animation in the properties of the item at *Item > Moving Mouse Over Animation* or at *Item > Moving Mouse Out Animation*.

INFO: You can also start an animation by clicking on a link. Choose *Internal Link To Page* as the link target and *Start Animation "xyz"* as the action.

Properties for Animation Items

These properties can be set for an animation item. Select an animation item to see its properties.

Item > Identifier (Id)

Specifies the name of the item in order to address it in animations or as a link target. Use only letters and numbers for the name, no spaces or special characters.

Item > Left

Sets the distance in pixels from the left side of the item to the area where the item is located.

Item > Top

Sets the distance in pixels from the top side of the item to the area where the item is located.

Item > Width

Sets the width of the item in pixels.

Item > Height

Sets the height of the item in pixels.

Item > Padding Left

Sets the distance from the left side of the item to the content in pixels.

Item > Padding Right

Sets the distance from the right side of the item to the content in pixels.

Item > Padding Top

Sets the distance from the top side of the item to the content in pixels.

Item > Padding Bottom

Sets the distance from the bottom side of the item to the content in pixels.

Item > Background Color

Select a background color for the item.

Item > Background Picture Clip

Select a background picture from the Fishbeam Clips (
http://www.fishbeam.com/en/goldfish/clips.php) library. This option is only available if you have
the Fishbeam Clips library installed.

Item > Background Picture

Select a background picture for the item. With *Repeat*, you can choose how the picture will be
displayed. On Retina websites the background picture will be displayed with double resolution,
but half the size (except SVG images).

Item > Repeat

Repeats the background picture.
- *Don't Repeat* displays the picture only once.
- *Repeat* tiles the picture over the entire space.
- *Repeat Horizontally* tiles the image in a row.
- *Repeat Vertically* tiles the image in a column.
- *Cut to Fill* displays the image once over the entire space. Overlapping edges will be cropped.

Item > Position Horizontal

Sets the horizontal position of the background picture. If the picture will be repeated, it will be
placed once on the specified position and the remaining space on the left, on the right, above and
below will be filled.

Item > Position Vertical

Sets the vertical position of the background picture. If the picture will be repeated, it will be placed
once on the specified position and the remaining space on the left, on the right, above and below
will be filled.

Item > Fix relative to Browser window

The position of the background picture is calculated on the basis of the browser window. The
picture is pined to the window and will not move when scrolling. The picture can be hidden or only
parts are visible if it is outside of the visible space.

Item > Border Left Width

Displays a border on the left side of the item in the choosen width (pixels).

Item > Border Left Color

Select a color for the left border.

Item > Border Right Width

Displays a border on the right side of the item in the choosen width (pixels).

Item > Border Right Color

Select a color for the right border.

Item > Border Top Width

Displays a border on the top side of the item in the choosen width (pixels).

Item > Border Top Color

Select a color for the top border.

Item > Border Bottom Width

Displays a border on the bottom side of the item in the choosen width (pixels).

Item > Border Bottom Color

Select a color for the bottom border.

Item > Opacity (%)

Makes the item transparent. From 0% (fully transparent) to 100% (completely visible).

Item > Rotation

Rotation of the object in a clockwise direction from 0° to 360°.

Item > Moving Mouse Over Animation PRO

Select an animation that you have previously created with an *Animation* item. The animation will be started as soon as the website visitor moves the mouse over the item.

Item > Moving Mouse Out Animation PRO

Select an animation that you have previously created with an *Animation* item. The animation will be started as soon as the website visitor moves the mouse from the item.

Animation > Name

Specify a unique name for the animation, to avoid confusion of multiple animations on a page.

Animation > Animation

Opens the *Animation* window in which you can set the schedule of the animation.

Animation > Start Animation

Sets the beginning of the animation.
- *No Autostart* starts the animation not automatically. Then, you can play the animation via a link

or when interacting with an item.
- *Immediatelly* start the animation as soon as the page is completely loaded.
- *When Come into View* starts the animation as soon as the (invisible) animation item appears into the field of view. For example, that is the case when the animation item comes into view by scrolling.

Examples

Get to know in the following examples what you can do with an animation everything.

Example: Transition effect when the page loads

In this example, only the page background is displayed when the page loads. If all items are finished loading, the page content fades with a transition effect.
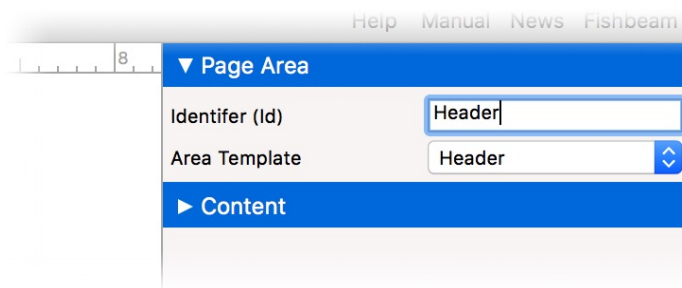
Drag an animation on the page and place it where it does not interfere. Then rename all page areas in the properties at *Page Area> Identifier (ID)* so that they are accessible in the animation.
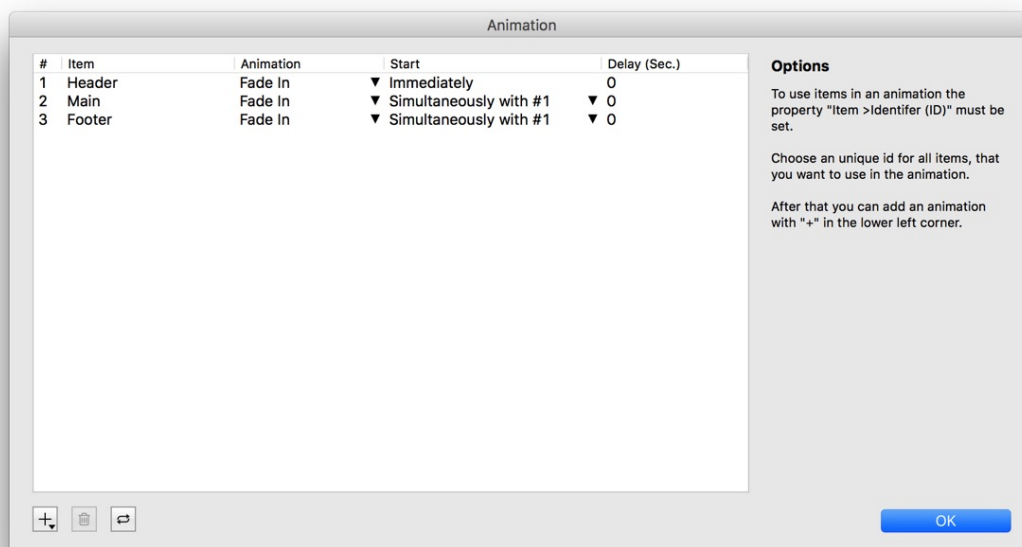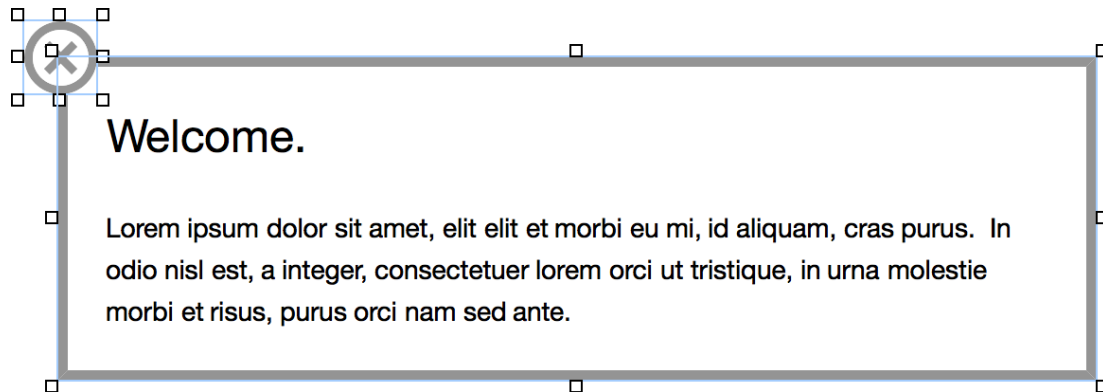

Call now in the properties of the animation at *Animation > Animation> Choose...* the window *Animation*. Add with + every side area of the side. Set the *Animation* on *Fade In*. Now you have to set at *Start* the value *Simultaneously with #1* anywhere(despite of the first animation, which starts always immediatelly).

You can check the result in the *Preview* view. If the transition effect should be delayed, set the values in the window *Animation* at *Delay (Sec.)* anywhere.
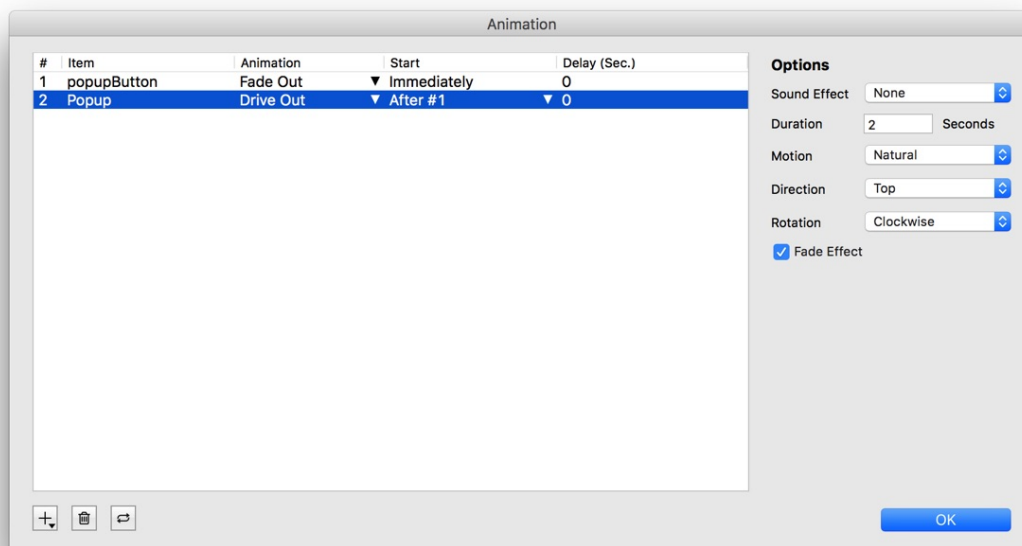
Example: Pop-up Window

In this example, you will learn how to create a pop-up window which overlies the side and disappears when clicking on an *X*-Button.

Welcome.

Lorem ipsum dolor sit amet, elit elit et morbi eu mi, id aliquam, cras purus. In odio nisl est, a integer, consectetuer lorem orci ut tristique, in urna molestie morbi et risus, purus orci nam sed ante.

Built a new po-pup window, e.g. from a text box with background color and brinks. If you use multiple items, group them so that you get a single item as a pop-up window. At last you place on the popup a picture as a Close-Button which does not belong to the grouping.

Entitle the Close-Button and the popup in the properties *Item > Identifer (Id)* so that they are accessible in the animation.

Drag an animation on the page where popup is situated and place it where it does not interfere. Click the properties on *Animation > Animation > Choose...* so that the *Animation* will appear.

Add with *+* the Close-Button and set the animation on *Fade Out*. Then add also the pop-up and

select the animation *Drive Out* or another animation that allows the pop-up to disappear.

Now the animation needs to be connected to the Close-Button. The animation may not be immediately executed when the page loads. So set in the qualities of the animation under *Animation> Start Animation* the value to *No Autostart*.
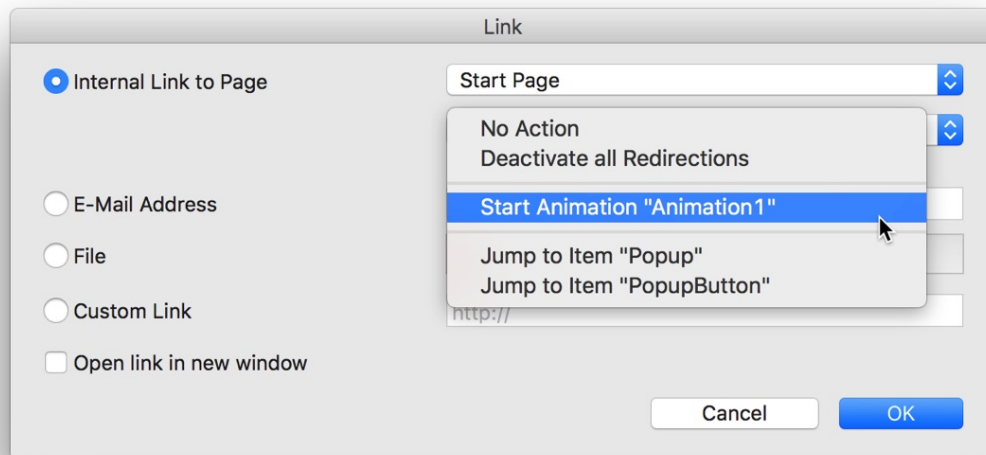

Activate in the qualities of the Close-Button the option *Link> Use as Link*. Then click in *Choose...* behind it, for open so that the window *Link*.

Select at *Internal Link To Page* the page, on which the animation is situated. Below choose then the action *Start Animation "Animation 1"*.

You can see the result in the preview. The pop-up appears and would disappear with a click on the Close-Button.

Example: Info-balloon

This example creates an info bubble containing additional information. This is displayed when the user moves the mouse over an item, and disappears when the mouse pointer leaves the item.
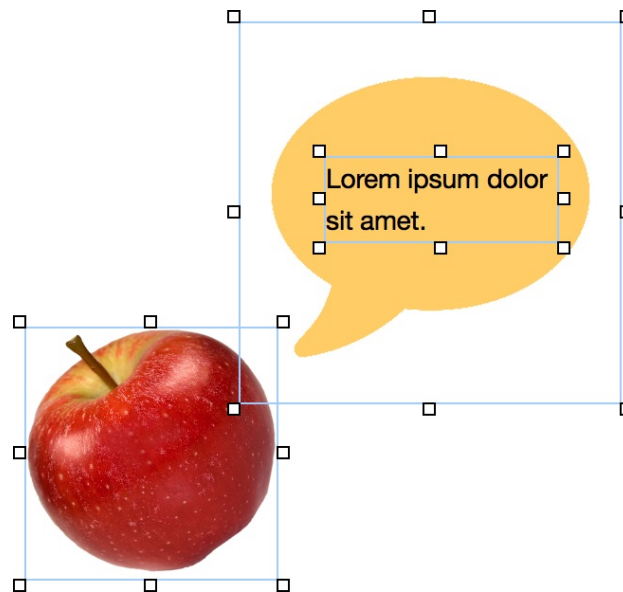
First, determine the item to which the additional information should appear. This can be an image, as in this example, or any other item of a page. Place the additional information in the vicinity, for example, with a *Form*- and a *Text*-object. Group all items that belong to the additional information. Rename the group in the properties with *Item > Identifer (ID)* to make them accessible for an animation.

Two animations are required. One for fading in and one for fading out of the additional information. Therefor drag two animations on the page and place them where they do not interfere. Rename the animations in *Animation > Name*, so you will not confuse them later.
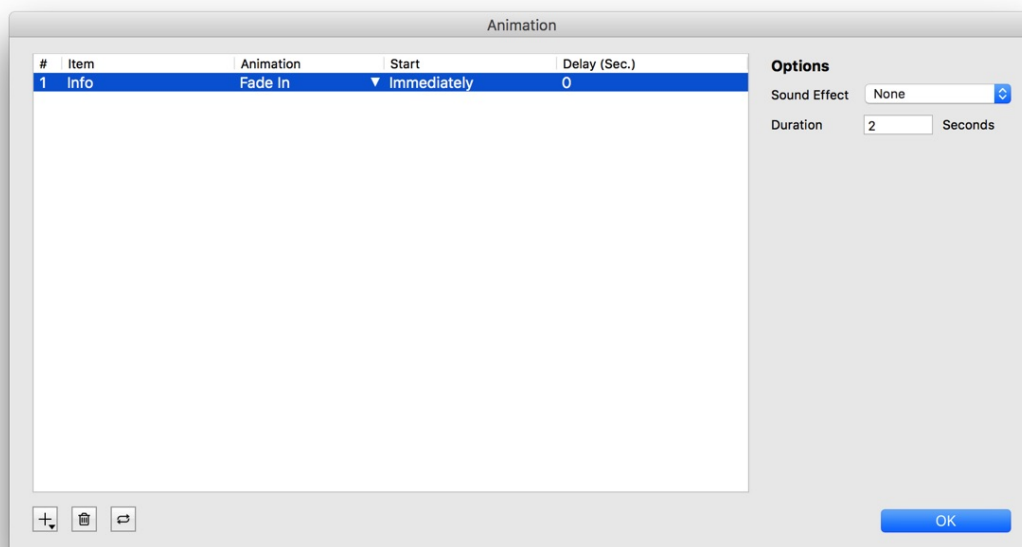
Open successively the window *Animation* from both animations. Therefor click in the properties *Animation > Animation > Choose...*. Add the additional information item with + in both animations and select for the first one *Fade In* and for the second one *Fade Out*.
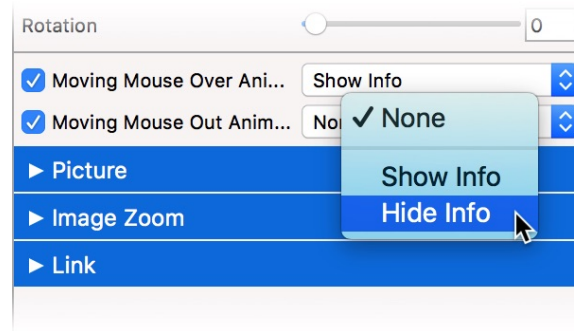
Finally the two animations need to be connected with the item, in which the additional informations should appear. Choose in the properties of the object both animations with *Item > Moving Mouse Over Animation* or *Item > Moving Mouse Out Animation*.

You can see the result in the preview. The additional information will be displayed when the mouse is moved to the object and disappear again once the mouse is moved out of the object.