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Platform	S60 3rd Edition FP1, S60 3rd Edition FP2, S60 5th Edition	Tested on devices	5800 xpress muzic
Category	Qt for Symbian	Subcategory	Application

Keywords (APIs, classes, methods, functions): QGraphicsItem, QGraphicsItemAnimation

Overview

As heading of this article specifies "Animation with Transformation" ,Here the stepping of the Graphics Item and the rotation is observed.

A new coordinates for the graphics item is taken while executing through the loop and the item is shifted to that coordinate as well as rotated to a specific angle.

Name of classes used:

QGraphicsItem-Base class for all graphical items

QGraphicsItemAnimation-Provides simple animation support

Preconditions

- Download and Install latest version [Qt for Symbian - Installation packages](#) which has links on how to install the latest version

Property

- Sets the Z-value, or the elevation, of the item, to z. The elevation decides the stacking order of sibling (neighboring) items

```
text->setZValue(5.0);
```

- Sets the rotation of the item at the given step value to the angle specified.

```
animation->setRotationAt(i / 300.0, i);
```

SourceCode

main.cpp

```

#include <QtGui/QApplication>
#include "animation.h"
#include<QGraphicsItemAnimation>
#include<QPointF>
#include<QTimeLine>
#include<QGraphicsItem>
#include<QGraphicsSimpleTextItem>
#include<QGraphicsScene>
#include<QGraphicsView>
#include<QHBoxLayout>
int main(int argc, char *argv[])
{
    QApplication a(argc, argv);

    QGraphicsItem *text = new QGraphicsSimpleTextItem("Viral");
    text->setAcceptDrops(1);
    //text->setOpacity(0.0);
    text->setAcceptHoverEvents(true);
    text->setZValue(5.0);
    QHBoxLayout *lay=new QHBoxLayout();
    QTimeLine *timer = new QTimeLine(5000);
    timer->setFrameRange(0, 100);

    QGraphicsItemAnimation *animation = new QGraphicsItemAnimation();
    animation->setItem(text);
    animation->setTimeLine(timer);
    int i;
    for (i = 0; i <= 250; ++i)//getting the coordinates
        animation->setPosAt(i/250.0,QPointF(i, i));//positioning the graphicsItem

        animation->setRotationAt(i / 300.0, i);//rotation of graphicsItem.

    QGraphicsScene *scene = new QGraphicsScene();
    scene->setSceneRect(0, 0, 250, 250);//rectuangular scene built
    scene->addItem(text);

    QGraphicsView *view = new QGraphicsView(scene);
    view->show();

    timer->start();//start timer to view animation

    return a.exec();
}

```

ScreenShot

