

ID	...	Creation date	18 March 2009
Platform	S60 3rd Edition FP2, S60 5th Edition	Tested on devices	Qt Creator IDE V4.5 & S60 5th edition
Category	Qt for Symbian	Subcategory	Application

Keywords (APIs, classes, methods, functions): QMovie, QSlider, QPushButton

Overview

This is generally used to play any kind of animated images. [QMovie](#)

When you press play the animation starts playing, when slider value is increase the animation speed get faster.

Preconditions

- Download and Install latest version [Qt for Symbian - Installation packages](#) which has links on how to install the latest version
- Download Qt creator IDE: [QtIDEv4.5](#)

Comptability

- Can be executed on Qt Creator V4.5 IDE as well as S60 platform

Various Functions

- Sets the name of the file that QMovie reads image data from

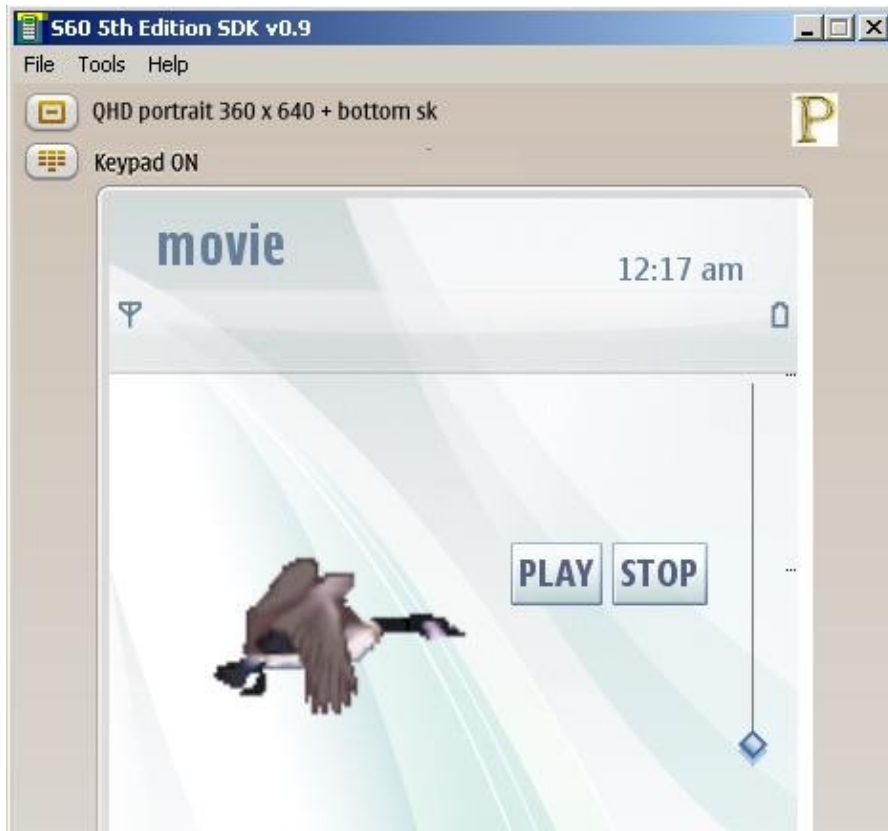
```
movie->setFileName(QString str);
```

- Sets the format that QMovie will use when decoding image data

```
movie->setFormat(const QByteArray & format);
```

- Sets the scaled frame size to size.

```
QMovie *movie = new QMovie("c:\\data\\images\\canadagoose.gif");
QSize size(200,200);
movie->setScaledSize(size);
```



Source Code

```

#include <QtGui/QApplication>
#include "widget.h"
#include<QWidget>
#include<QHBoxLayout>
#include<QLabel>
#include<QMovie>
#include<QPushButton>
#include<QSlider>
int main(int argc, char *argv[])
{
    QApplication a(argc, argv);
    QWidget *win=new QWidget();
    QHBoxLayout *lay=new QHBoxLayout();
    QPushButton *play=new QPushButton("PLAY");
    QPushButton *stop=new QPushButton("STOP");
    QSlider *slider=new QSlider();
    slider->setMinimum(0);
    slider->setMaximum(200);
    QLabel *label=new QLabel;
    QMovie *movie = new QMovie("C://Documents and Settings//Viral//My Documents//Qerrormsg//Movie");
    label->setMovie(movie);
    QObject::connect(play,SIGNAL(clicked()),movie,SLOT(start()));
    QObject::connect(stop,SIGNAL(clicked()),movie,SLOT(stop()));
    QObject::connect(slider,SIGNAL(valueChanged(int)),movie,SLOT(setSpeed(int)));
    lay->addWidget(label);
    lay->addWidget(play);
    lay->addWidget(stop);
    lay->addWidget(slider);
}

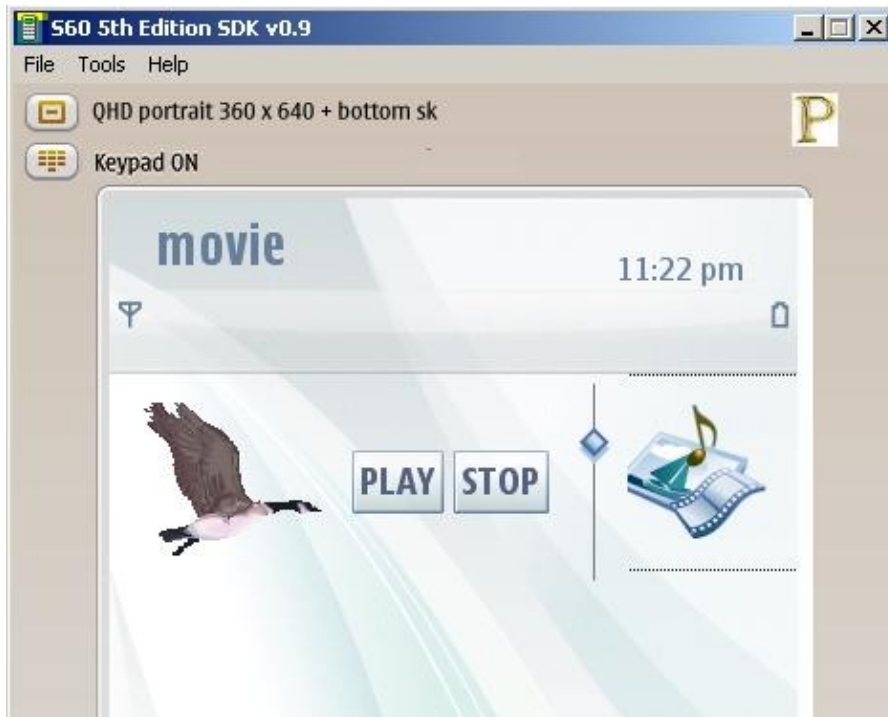
```

How_to_use_QMovie

```
win->setLayout (lay);  
win->show();  
return a.exec();  
}
```

Screenshot

More About QMovie visit:[QMovie](#)



More About QMovie visit:[QMovie](#)