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The-One - September 25, 2009, 1:49 pm

First create 2 Timers, 1 Label and a Button

Insert in First Timer(Timer1) :

Code Dim location As New System.Drawing.Point(500, Me.Location.Y + 3)

Me.Location = location

Label1.Text = Label1.Text + 1

If Label1.Text = "15" Then Timer1.Enabled = False

Insert in Second Timer(Timer2) :

Code Dim location As New System.Drawing.Point(500, Me.Location.Y - 3)

Me.Location = location

Label1.Text = Label1.Text - 1

If Label1.Text = "0" Then

Timer2.Enabled = False

End

End If

First Timer(Timer1) :

Enabled = true

Interval = 30

Second Timer(Timer2) :

Enabled = false

Interval = 30

Button (Button1) :

QUELLTEXT

Timer2.Enabled = True

Label (Label1) :

Text : 0

Form(Form1) :

Location : 500; -42

Start Position : Manual

Opacity : 95%

Controlbox : False

Formborderstyle : None

-Goodluck

TheBlackMarket - September 25, 2009, 1:54 pm

Thank you for the tutorial m8! and thanks for sharing the code.

R?putation - October 5, 2009, 2:35 pm

Nice

Short Ftw?

Still short.... FML

Ajax1 - October 6, 2009, 6:50 pm

What, no explanation? I have to READ THE CODE!?!?! OMG!

? Soufian ? - October 7, 2009, 2:29 pm

lol, it's working..

but..

i can't do anything with this?

Xdem0 - October 7, 2009, 6:42 pm

Nice, but a more practical way would be to do this:

Put this just under "Class FormName"

Code Dim i as integer

Timer 1 snippet:

Code Dim location As New System.Drawing.Point(500, Me.Location.Y + 3)

Me.Location = location

If i = "15" Then

Timer1.Enabled = False

Else

i += 1

End If

Timer 2 Snippet:

Code Dim location As New System.Drawing.Point(500, Me.Location.Y - 3)

Me.Location = location

If i = "0" Then

Timer2.Enabled = False

End

Else

i -= 1

End If

Should work, i can't test as i'm using linux atm.

Basically setting the variable in the background, without the use of a label, although adding a label makes sense if you wanted to display the counting. ;p