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Thread: [\[VB.NET\]Shaking Form\[TUT\]](#)

H3x0S - January 17, 2010, 12:51 pm

VB.NET Shaking Form Tutorial

Made by H3x0S

1. Make New Project in VB.NET
2. Place a button on the form.
3. Double click a button.
4. Type in this code:

```
Dim a As Integer      ' <- Declaring integer "a"
While a < 10          ' <- Starting a "while loop"
    Me.Location = New Point(Me.Location.X + 20, Me.Location.Y) ' <- Setting our form's X position to
    20 pixels to right from it's current position.
    System.Threading.Thread.Sleep(50) ' <- Telling a program to sleep for 50 milliseconds before
    continuing
    Me.Location = New Point(Me.Location.X - 20, Me.Location.Y) ' <- Setting our form's X position to 20
    pixels to left from it's current position.
    System.Threading.Thread.Sleep(50) ' <- Telling a program to sleep for 50 milliseconds before
    continuing
    a += 1 ' <- Increasing integer "a" by 1 after each loop
End While ' <- Ending a while loop
```

If you want to change shanking duration, edit this line of code(replace 10 with some other number):
Code While a < 10

If you want to change interval between shakes, edit this lines(replace number 50 with some other number):

Code System.Threading.Thread.Sleep(50)

The End Gamer - January 17, 2010, 1:35 pm

Great Thread, Gonna Try it

Thanks For Posting it =)

H3x0S - January 17, 2010, 1:37 pm

NP man!

I will make more tutorials soon!

The_KGB - January 17, 2010, 1:44 pm

going to try this soon as well...just got back from a week vacation!

Vice - January 17, 2010, 10:18 pm

Instead of using While and a += 1, use For.

Code For a = 0 to 10

'code

Next

Psycho - February 17, 2010, 4:34 pm

Could you give an example where this would be useful?

Odayleet - February 17, 2010, 7:59 pm

Thanks for the tut

Dark Molecule - February 17, 2010, 9:09 pm

(Feb 17, 2010 05:34 PM)Psycho Wrote: [\[CITE\]](#) Could you give an example where this would be useful?

well if you put this on a mouseover on a program you didnt want some one to close lol...it would just take off if you adjusted the pixels and made it move further

just an idea i had 4 it ?

TheBlackMarket - February 28, 2010, 3:48 pm

It works very good, good source code.

H3x0S - February 28, 2010, 3:54 pm

(Feb 28, 2010 04:48 PM)TheBlackMarket Wrote: [\[CITE\]](#) It works very good, good source code.

Thank you!

g0dl1ke2012 - March 1, 2010, 9:32 pm

nice feature to add to TOPMOST function.

MisterDeepRot - March 1, 2010, 10:22 pm

Code For a = 5 To 35 'How much it shakes, change to see what I mean.

For b = 0 To 15 'How long it takes to complete the shakes.

Me.Location = New Point(Me.Location.X, Me.Location.Y + a)

Me.Location = New Point(Me.Location.X + a, Me.Location.Y)

Me.Location = New Point(Me.Location.X, Me.Location.Y - a)

Me.Location = New Point(Me.Location.X - a, Me.Location.Y)

Next

Next

For a = 1 To 5 (just a little shakey)

For a = 25 To 35 (will move ALOT)

For a = 150 To 200 (crazy shakes aka Michael J fox)

For a = 1 To 45 (starts off slow but gets pretty crazy)

Just made this, didn't do a lot of testing but i know it works good.

You might may want to add an interval between each movement like this:-

System.Threading.Thread.Sleep(5)

If you do you will need to keep the ranges between the two numbers pretty low or it will shake for a long time.

Oh, and probably change the line 'b = 0 to 15' to just 'b = 0 to 2'

g0dl1ke2012 - March 2, 2010, 5:56 am

+ Rep duckroll, sweet as.

HaXZX0r - March 2, 2010, 8:16 am

Nice! Very N00b proof!

xartermate - August 10, 2010, 3:03 pm

nice tut simple and nice to play with times and places of the form.
could be used in anoying forms for web.

FizZ - August 10, 2010, 3:38 pm

This is a pretty fun little Shake thing you got there. I made it into C# and modded it a little bit.

Here is what I made:

```
Code Random n = new Random();
```

```
    int a = n.Next(0, 50);
```

```
    int b = n.Next(0, 50);
```

```
    for (int i = 0; i < 100; i++)
```

```
    {
```

```
        a = n.Next(0, 50);
```

```
        b = n.Next(0, 50);
```

```
        this.Location = new Point(this.Location.X + a, this.Location.Y + b);
```

```
        System.Threading.Thread.Sleep(50);
```

```
        this.Location = new Point(this.Location.X - a, this.Location.Y - b);
```

```
        System.Threading.Thread.Sleep(50);
```

```
    }
```

Shakes in pretty much all directions ;)

3xp0r73m - August 17, 2010, 2:18 pm

Thank you verry much ^^

TOO SHORT DAMNIT!

Diabolic - August 17, 2010, 4:01 pm

Nice.. Its all looking good I see!

avivagoeng - October 22, 2010, 6:26 am

good source code,nice tutorial guys?

[IMG]<http://i305.photobucket.com/albums/nn217/mage619/GFX/Punk.jpg>[/IMG]

Fabric - October 22, 2010, 7:52 am

thanks for the share im goin to try it out

DrDrill - October 22, 2010, 7:57 am

Nice ! Works fine for me ! Thank you :)

KINGz - October 26, 2010, 12:02 pm

great dude thanks ill use this in my other forum

Devilzhangout - October 26, 2010, 12:09 pm

thanks for this i will try this

Must - January 8, 2011, 10:40 am

Thanks!! It's working great for me!

GodWall - January 8, 2011, 11:08 am

Thanks, I tried it, works great :)

TheBlackMarket - January 8, 2011, 12:02 pm

Very nice Tut, thanks mate.

S!rk0 - January 8, 2011, 12:07 pm

If you want to have like WLM Wizz edit your code :

Code Me.Location = New Point(Me.Location.X + 20, Me.Location.Y)by
Code Me.Location = New Point(Me.Location.X + 5, Me.Location.Y + 8)
and

Code Me.Location = New Point(Me.Location.X - 20, Me.Location.Y)by
Code Me.Location = New Point(Me.Location.X - 5, Me.Location.Y - 8)
and thank's for you tut :p

Yosaki - September 3, 2011, 9:02 am

WOW

What a great Idea

I think it will work and i gona try it now

Perplexity - September 3, 2011, 9:03 am

(Sep 3, 2011 09:02 AM)Yosaki Wrote: [\[CITE\]](#) WOW

What a great Idea

I think it will work and i gona try it now

Mate, stop posting shit to get your post count up.

And stop gravedigging.