

Forum:[Hack Forums](#)

Thread: [Animated Notification Form](#)

Nervo - December 1, 2013, 10:28 am

Well, today I was playing around with forms and animations and I came up with this:

Preview:

Spoiler ([Click to View](#))

It's a simple animation you can use with your rat or whatever you want.
The form design is up to you, I made this just to show how it works.

Source:

PHP Code

```
<?php
```

```
Imports System.Threading
```

```
Public Class Form1
```

```
    Private Sub Form1_Load(sender As Object, e As EventArgs) Handles MyBase.Load
        Dim t As New Thread(AddressOf MoveForm)
        t.Start()
    End Sub
```

```
    Delegate Sub MoveFormDel()
    Public Sub MoveForm()
        If InvokeRequired = True Then
            Invoke(New MoveFormDel(AddressOf MoveForm))
        Else
            Dim x As Integer = Screen.PrimaryScreen.WorkingArea.Width - Me.Width
            Dim y As Integer = Screen.PrimaryScreen.WorkingArea.Height
            Do While y <> Screen.PrimaryScreen.WorkingArea.Height - Me.Height
                y -= 1
                Me.Location = New Point(x, y)
                Me.Refresh()
                Threading.Thread.Sleep(10)
            Loop
            Threading.Thread.Sleep(1000)
            Do While Me.Opacity <> 0
                Me.Opacity -= 0.01
                Threading.Thread.Sleep(20)
            Loop
        End If
    End Sub
End Class
```

Have fun! ?

Moon Rock - December 1, 2013, 10:49 am

Looks nice, but were does it get the message to show?

Nervo - December 1, 2013, 10:53 am

(Dec 1, 2013 11:49 AM)Mrvinc911 Wrote: [\[CITE\]](#) Looks nice, but were does it get the message to show?

That part you must do yourself, this is only the animation.

Nextrum - December 1, 2013, 11:47 am

Nice share, good to see people sharing with the community.

Golden Kappa - December 1, 2013, 1:02 pm

Very nice application, good work ;)

SkyRider2 - December 1, 2013, 2:16 pm

Looks alright, keep the good work up.

Nervo - December 1, 2013, 4:21 pm

Thanks guys, I am glad you like my work.

SIM-1456245 - December 1, 2013, 4:34 pm

UUU, that is nice, I saw AeonHack had one of these in his RAT. Cool.

SubGenius - December 1, 2013, 4:56 pm

I like that you didn't use timers... i don't say it's bad using timers. But you did good job with the threading.

Well done.

velox - December 1, 2013, 5:06 pm

This actually looks great. Commenting to bookmark later. Excellent work OP

VN888 - December 1, 2013, 7:11 pm

Super! Finally i can replace these ugly "bubble tips" with a nice legit slide effect. Thanks!

Detroit Tigers - December 1, 2013, 10:15 pm

Looks nice, bookmarked this for later on. Thanks! :)

SaketSaket - December 2, 2013, 1:11 am

Wonderful work buddy ;) Nice animation...

ProBux - December 2, 2013, 2:38 am

Looks epic, using it in my current project. Thanks a lot mate!

Nervo - December 2, 2013, 2:47 am

Wow thanks guys, thanks for your feedback.

Washi - December 2, 2013, 7:18 am

There are some issues with this code. Try for example adding a progress bar with a marquee style on this form, and you'll notice what's wrong.

The progress bar just animates way faster than it should. After it has finished moving the form up, you'll see it freezes for a second and fades out. This means you have clearly not used threading well, as you are still blocking the UI thread with this Invoke call, and keep refreshing the form for too many times, which gives unwanted results, just to get its position right.

Actually, why using a thread anyway? Timers don't cause thread problems and are well-suited for

these operations. I don't see why people forget about these things.

Nervo - December 2, 2013, 7:34 am

(Dec 2, 2013 08:18 AM)TheUnknownProgrammer Wrote: [\[CITE\]](#) There are some issues with this code. Try for example adding a progress bar with a marquee style on this form, and you'll notice what's wrong.

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Actually, why using a thread anyway? Timers don't cause thread problems and are well-suited for these operations. I don't see why people forget about these things.

This could have been done better but you have to understand that I am not a skilled coder as you are. I did it my way and for my needs it does the job. Anyway thanks for the feedback, I appreciate it.

tweety - December 2, 2013, 8:38 am

You should seriously be using timers instead of threads in this situation. Like, do you even understand what to use in a given scenario?

Nou4r - December 2, 2013, 9:09 am

Thank you for sharing this!

.....

Nervo - December 2, 2013, 9:52 am

(Dec 2, 2013 09:38 AM)Tweety. Wrote: [\[CITE\]](#) You should seriously be using timers instead of threads in this situation. Like, do you even understand what to use in a given scenario?

I already made a version with timers. I will update thread soon.

derpin0n - December 2, 2013, 12:19 pm

Well, I have something like this but done in another way kinda... Nice share tough.

SIM-1456245 - December 2, 2013, 12:23 pm

(Dec 2, 2013 09:38 AM)Tweety. Wrote: [\[CITE\]](#) You should seriously be using timers instead of threads in this situation. Like, do you even understand what to use in a given scenario?

OK, now I'm literally in o_O position. Why ? Because if he originally used a timer, everyone would call him a skiddo and a shitface. But now when he used a thread, everyone that is "ub3r l33t" is just arguing. Soo, don't just say, use timers, but give a better solution.

Nervo - December 2, 2013, 12:30 pm

(Dec 2, 2013 01:23 PM)Electroalek Wrote: [\[CITE\]](#) OK, now I'm literally in o_O position. Why ? Because if he originally used a timer, everyone would call him a skiddo and a shitface. But now when he used a thread, everyone that is "ub3r l33t" is just arguing. Soo, don't just say, use timers, but give a better solution.

This is exactly what I thought at the first place. Timers are actually a nice way of doing this, but if I used them, I would be probably called a skid.

Dialog - December 2, 2013, 12:37 pm

(Dec 2, 2013 01:23 PM)Electroalek Wrote: [\[CITE\]](#) OK, now I'm literally in o_O position. Why ? Because if he originally used a timer, everyone would call him a skiddo and a shitface. But now when he used a thread, everyone that is "ub3r l33t" is just arguing. Soo, don't just say, use timers,

but give a better solution.

What do you mean, "a better solution"?

Timers are used to carry out operations periodically, so that's the way to go here.

Washi - December 2, 2013, 1:23 pm

(Dec 2, 2013 01:30 PM)Darko155 Wrote: [\[CITE\]](#) This is exactly what I thought at the first place. Timers are actually a nice way of doing this, but if I used them, I would be probably called a skid. All those guys who are thinking this are wrong. There are some misunderstandings about threads and timers. They often get twisted for a reason I do not know of (It's like to me it sounds pretty obvious, but that might be just me =p).

From my understanding timers are meant to do a specific operation periodically using a specific interval. You can think of operations that should be done after a couple of minutes, like some kind of scheduled task, or just milliseconds, for applying fairly simple animations in an application like yours.

A thread however should be used for a single operation that has to be executed separately (and asynchronously) from others without blocking everything else. This has advantages, it provides speed and you can still control other threads such as the main thread, which is in many cases the UI thread. Of course it has disadvantages. One very well-known problem is running cross-threading operations, which are not allowed to be done. This can be solved as you know by the Invoke method.

So in short, you should use timers for operations that should take place periodically, and threads for parts of programs that need to be done asynchronously, without using delays or anything like that.

Nervo - December 2, 2013, 2:35 pm

(Dec 2, 2013 02:23 PM)TheUnknownProgrammer Wrote: [\[CITE\]](#) All those guys who are thinking this are wrong. There are some misunderstandings about threads and timers. They often get twisted for a reason I do not know of (It's like to me it sounds pretty obvious, but that might be just me =p).

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So in short, you should use timers for operations that should take place periodically, and threads for parts of programs that need to be done asynchronously, without using delays or anything like that.

Yeah, you are right. I will try to be more careful with this kind of stuff next time. Thanks for everything ?

SIM-1456245 - December 2, 2013, 4:49 pm

(Dec 2, 2013 02:23 PM)TheUnknownProgrammer Wrote: [\[CITE\]](#) All those guys who are thinking this are wrong. There are some misunderstandings about threads and timers. They often get twisted for a reason I do not know of (It's like to me it sounds pretty obvious, but that might be just me =p).

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So in short, you should use timers for operations that should take place periodically, and threads for parts of programs that need to be done asynchronously, without using delays or anything like that. Yes, someone that understands timers and intervals. Thank you for the extremely nice explanation. I'll redirect everyone that is complaining about timers to this post.

I'd say that you can use timers to do whatever you want, but you are sure that that operation won't take too long to execute, thus blocking the main thread.

DilarangMasuk - December 2, 2013, 7:22 pm

Nice tutorial brother.. I will try this tutorial soon

SubGenius - December 3, 2013, 11:06 am

I didn't want to make a new thread for this, people might say i am leeching your work, I am contributing.

I have coded an advanced version of yours, without threadings, using a timer.

What's New.PopUp Window Template Included

Pending List

Fade in - Fade out Support

Walk In - Walk out Support

Show popup in every corner of your screen

Visibility time can be changed.

Source code fully commented

Documentation

How to add :Create a visual basic project

Add an empty class file

Put the code inside

Build the solution

To Create a popup from the template look at the example:

Code Sub ShowPopUp

Dim popUpManager As New AdvancedPopUpManager

```
Dim WindowPopUp As New AdvancedPopUpManager.PopUpWindow(New  
PopUpWindowTemplate("Title-Test", "Write Something", True)) With {.secondsVisible = 4,  
.startLocation = AdvancedPopUpManager.PopUpWindow.StartLocationEnum.UpRight, .type =  
AdvancedPopUpManager.PopUpWindow.PopUpTypeEnum.FadeIn_FadeOut}  
popUpManager.ShowPopUp(WindowPopUp)
```

You can replace the template with every form of your preference.

Available Methods:

ShowPopUp ---> Shows a new popup window without adding to pending list.

AddNewPopUp ---> Adds a new popup window to the pending list

ShowNextPopUp ---> Use this to start showing the the popups in the pending list
ClearPendingPopUps ---> Deletes all panding popups

Notes

If there is a popup being showed and you add or show a new popup, the new popup is going to be shown only after the previous popup has ended.

If the user closes the popup form , the timer will continue to work and the pending list will continue to show the popups.

The Code:

<http://pastebin.com/XLJuHfkj#>

Weddy - December 3, 2013, 3:47 pm

Oh god :)

It's make really beautiful software for us.

Thanks for share man

midianHax - December 3, 2013, 7:33 pm

OMG, I've been looking all over for this! I've needed it for a few of my applications, beats using the old Notification Icon :P

Thanks a lot

Zappzter - December 3, 2013, 7:42 pm

Awesome! I wish it had full source though. Lol

glaca99xd - December 4, 2013, 7:19 am

(Dec 3, 2013 12:06 PM).Razerx Wrote: [\[CITE\]](#) I didn't want to make a new thread for this, people might say i am leeching your work, I am contributing.

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The Code:

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How to add it into my main application form?

SubGenius - December 4, 2013, 12:19 pm

(Dec 4, 2013 08:19 AM)glaca99xd Wrote: [\[CITE\]](#) How to add it into my main application form?

Download this project and you will understand how it works.

[Here](#)

Double click the class file to edit the template form.

if you want to use your own form look at this:

```
Code Dim WindowPopUp As New AdvancedPopUpManager.PopUpWindow(New  
YourFormNameHere) With {.secondsVisible = 4, .startLocation =  
AdvancedPopUpManager.PopUpWindow.StartLocationEnum.DownLeft, .type =  
AdvancedPopUpManager.PopUpWindow.PopUpTypeEnum.FadeIn_FadeOut}  
    popUpManager.ShowPopUp(WindowPopUp)  
change the YourFormNameHere with the form you want to animate.
```

GHD124 - December 4, 2013, 1:18 pm

(Dec 1, 2013 11:28 AM)Darko155 Wrote: [\[CITE\]](#) Well, today I was playing around with forms and animations and I came up with this:

Preview:

Spoiler [\(Click to View\)](#)

It's a simple animation you can use with your rat or whatever you want.

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Public Sub MoveForm()
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Dim y As Integer = Screen.PrimaryScreen.WorkingArea.Height
Do While y <> Screen.PrimaryScreen.WorkingArea.Height - Me.Height
y -= 1
Me.Location = New Point(x, y)
Me.Refresh()
Threading.Thread.Sleep(10)
Loop
Threading.Thread.Sleep(1000)
Do While Me.Opacity <> 0
Me.Opacity -= 0.01
Threading.Thread.Sleep(20)
Loop
End If
End Sub
End Class

```

Have fun! ?can i just get the code for the fade out ?

Nervo - December 4, 2013, 1:28 pm

(Dec 4, 2013 02:18 PM)GHD124 Wrote: [\[CITE\]](#) can i just get the code for the fade out ?

Here you go:

PHP Code

```
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```

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Do While Me.Opacity <> 0
```

```
Me.Opacity -= 0.01
```

```
Threading.Thread.Sleep(10)
```

```
Loop
```

GHD124 - December 4, 2013, 1:58 pm

(Dec 4, 2013 02:28 PM)Darko155 Wrote: [\[CITE\]](#) Here you go:

PHP Code

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<?php
```

```
Do While Me.Opacity <> 0
```

```
Me.Opacity -= 0.01
```

```
Threading.Thread.Sleep(10)
```

```
Loop
```

is there a way to make it so when it reaches the lowest possible opacity it will make that form close or open a new form? ?

He B TeMy - December 4, 2013, 2:11 pm

Put an If statement inside the Do While like:

```
Code If Me.Opacity = 0 then
Me.close()
End If
```

GHD124 - December 4, 2013, 2:52 pm

(Dec 4, 2013 03:11 PM)HeBTeMy Wrote: [\[CITE\]](#) Put an If statement inside the Do While like:

```
Code If Me.Opacity = 0 then
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End If
Code Do While Me.Opacity <> 0
    Me.Opacity -= 0.01
    Threading.Thread.Sleep(10)
    If Me.Opacity = 0 then
        Me.close()
    End If
Loopi think i got it, hope thats right. Thanks!
```

He B TeMy - December 4, 2013, 3:27 pm

Yes, that's right, as you could have tested it...

SubGenius - December 6, 2013, 12:33 pm

Quick Update
v1.0.5

What's new?

- Fade speed can be optimized
- Walk speed can be optimized
- Show form on screen center (only FadeIn_FadeOut supported)
- Raises event when PopUp window is closed

Code <http://pastebin.com/XLJuHfkj>

TazzyOpz - December 6, 2013, 3:45 pm

It freezes my form when its doing the animation of the Form and once it's done my Main form works again. lol :P Could you just run this in a background worker? I'm not at home right now so I can't try it.

Nervo - December 6, 2013, 4:16 pm

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I PM'd you with a .Gif of the problem ?

He B TeMy - December 7, 2013, 7:43 am

(Dec 7, 2013 12:16 AM)TazzyOpz Wrote: [\[CITE\]](#) I PM'd you with a .Gif of the problem ?
Off topic: Do you make .gif with photoshop? If yes, i need to get a non-portable version, mine sucks...

Nervo - December 7, 2013, 8:43 am

(Dec 7, 2013 08:43 AM)HeBTeMy Wrote: [\[CITE\]](#) Off topic: Do you make .gif with photoshop? If yes, i need to get a non-portable version, mine sucks...
Use camtasia to record the screen and then just produce it in a .gif format. Simple as that.

He B TeMy - December 7, 2013, 10:26 am

(Dec 7, 2013 09:43 AM)Darko155 Wrote: [\[CITE\]](#) Use camtasia to record the screen and then just produce it in a .gif format. Simple as that.
I never used that though, will try.

Dialog - December 7, 2013, 11:09 am

(Dec 7, 2013 08:43 AM)HeBTeMy Wrote: [\[CITE\]](#) Off topic: Do you make .gif with photoshop? If yes, i need to get a non-portable version, mine sucks...
Use giffy, it was created by Perplexity.

<https://hackforums.net/showthread.php?tid=3719523>

tweety - December 7, 2013, 11:26 am

(Dec 7, 2013 12:09 PM)Dialog Wrote: [\[CITE\]](#) Use giffy, it was created by Perplexity.

<https://hackforums.net/showthread.php?tid=3719523>

One of the best posts I have seen in a while. EDIT: Damn it, already gave you 3 greens >_>.

calvv - December 8, 2013, 10:07 am

omg this is exactly what i need :)
Thank you very much Darko ?

Only3 - December 8, 2013, 10:50 am

wow looks like this is the new discover of the year
op nothing personal but for something so simple that get so much replys while good threads get 1 its ridiculous
oo btw theirs great api for all kinds of animations much simple and better
Private Declare Function AnimateWindow Lib "user32" (ByVal hwnd As Integer, ByVal dwtime As Integer, ByVal dwflags As Integer) As Boolean

Nervo - December 8, 2013, 12:17 pm

(Dec 8, 2013 11:50 AM)Only3 Wrote: [\[CITE\]](#) wow looks like this is the new discover of the year
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oo btw theirs great api for all kinds of animations much simple and better
Private Declare Function AnimateWindow Lib "user32" (ByVal hwnd As Integer, ByVal dwtime As Integer, ByVal dwflags As Integer) As Boolean
It's because there is always someone who b#mps the thread. I didn't expect so much replies either because it is a simple thing.

Nebula - *December 8, 2013, 6:04 pm*

I saw a tutorial exactly like this on youtube a while back. Thanks anyways!

Chris2k - *December 9, 2013, 5:26 am*

This would be good as a control.

Thanx, Chris2k...