Let's write a demo!


this bit :)

Here's one I made earlier.


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Tue 15:40
Jason D. Clinton
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sponsored-badge-simple.png

```c
#include <clutter/clutter.h>

int main (int argc, char **argv) {
  if (clutter_init (&argc, &argv) != CLUTTER_INIT_SUCCESS)
    return 1;

  ClutterActor *stage = clutter_stage_get_default ();

  const ClutterColor sky = { 0x98, 0xc1, 0xda, 0xff };
  clutter_stage_set_color (CLUTTER_STAGE (stage), &sky);

  clutter_stage_set_fullscreen (CLUTTER_STAGE (stage), TRUE);

  clutter_actor_show (stage);
  clutter_main ();

  return 0;
}
```

```
ClutterActor *cloud = clutter_texture_new_from_file ("cloud.png", NULL);
clutter_container_add_actor (CLUTTER_CONTAINER (stage), cloud);
```

```
clutter_actor_set_depth (cloud, -500);
clutter_actor_animate (cloud, CLUTTER_LINEAR, 4000,
                       "depth", 0, NULL);
```

```
ClutterAnimator *animator = clutter_animator_new ();
clutter_animator_set (animator,
                      cloud, "y", CLUTTER_LINEAR, 0.0, 0.0,
                      cloud, "opacity", CLUTTER_LINEAR, 0.0, 0,
                      cloud, "opacity", CLUTTER_EASE_IN_CUBIC, 0.15, 0xff,
                      cloud, "depth", CLUTTER_LINEAR, 0.0, -500.0,
                      cloud, "depth", CLUTTER_LINEAR, 1.0, 0.0,
                      cloud, "opacity", CLUTTER_LINEAR, 0.85, 0xff,
                      cloud, "opacity", CLUTTER_EASE_OUT_CUBIC, 1.0, 0,
                      cloud, "y", CLUTTER_LINEAR, 1.0, 100.0,
                      NULL);
clutter_animator_set_duration (animator, 4000);
clutter_animator_start (animator);
```

```
static gboolean create_cloud (ClutterActor *cloud_texture)
{
  ClutterActor *cloud = clutter_clone_new (cloud_texture);

  // Add some random variance to the size/position/etc. properties of cloud ...

  // Create the animation as in the previous slide ...

  // Handle destruction of the actor and animation object
  ClutterTimeline *timeline = clutter_animator_get_timeline (animator);
  g_signal_connect_swapped (timeline, "completed",
                            G_CALLBACK (clutter_actor_destroy), cloud);
  g_object_weak_ref (G_OBJECT (cloud), (GWeakNotify)g_object_unref, animator);

  clutter_animator_start (animator);

  return TRUE;
}

// Hide the original cloud, don't do any animation with it
clutter_actor_hide (cloud);

// Generate a new random cloud every 10th of a second
guint source = g_timeout_add_full (CLUTTER_PRIORITY_REDRAW, 100,
                                   (GSourceFunc)create_cloud, cloud, NULL);
```