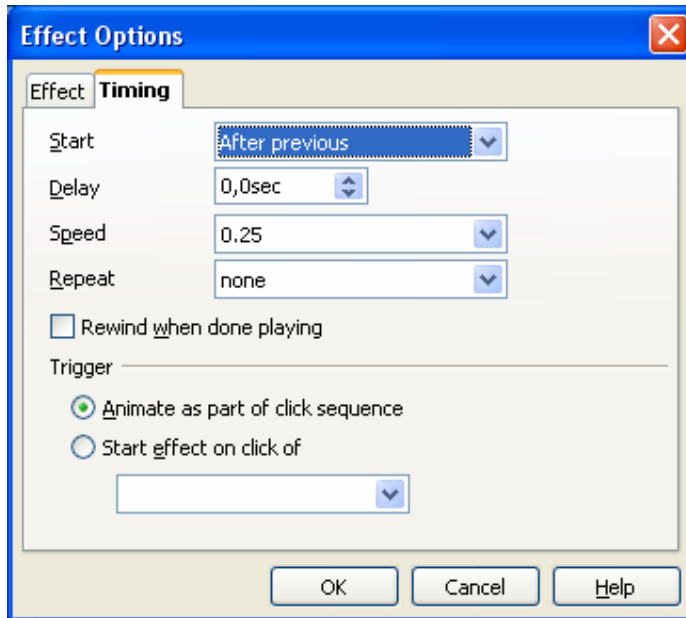**Bugs in Open Office 2.0.3. and also in 2.0.4. I discovered.   Regards, Peter**

1) Effect dissolve in, under Custom animation Speed = very fast, in Effect Options Speed = 0,25 ???
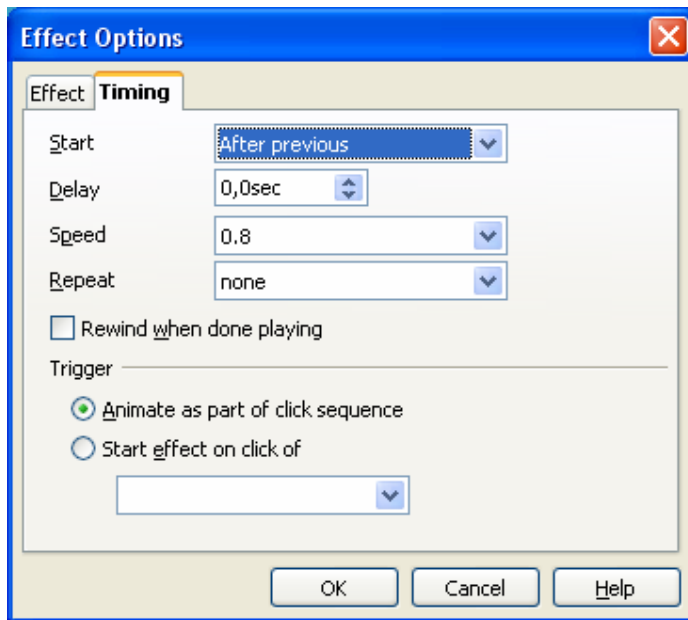

Found in Open Office Impress version 2.0.3., also in version 2.0.4

In Custom animation you see: Effect dissolve in, defined as bitmap 4 on the slide, start, after previous, speed very fast

Speed when you look at Effect Options Speed = 0,25 ???

2) Effect float, as bitmap 1 of more bitmaps on the slide,
start, after previous, speed fast (was medium !!!), Speed in Effect Options = 0,8 ???

Found in Open Office Impress version 2.0.3. also in version 2.0.4

In Custom animation you see: Effect float, as bitmap 1 of more bitmaps on the slide, start, after previous, speed fast (was medium !!!)
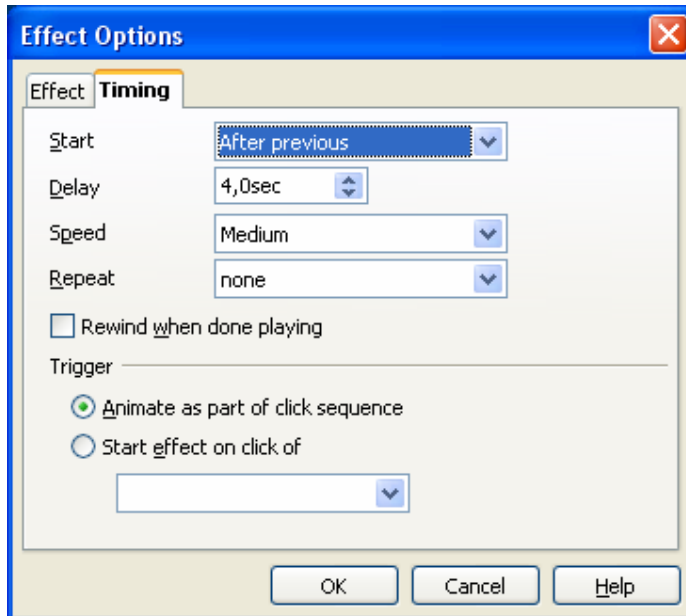
Speed in effect options = 0,8 ???

So you define **Effect float as medium speed.**
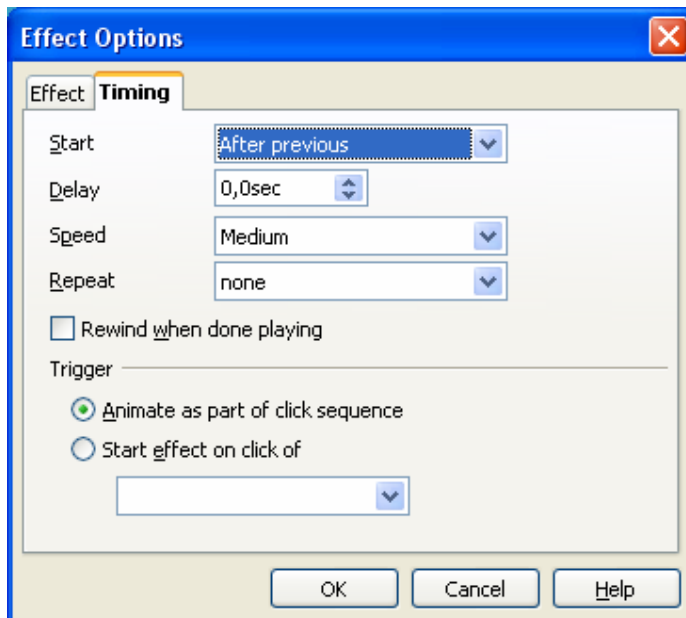**When converting from .odp to .ppt**
1) Speed --> changes from medium to fast ???
2) On effect options you see 0,8 (!!!)

3) Effect Pinwheel, as bitmap 1 of more bitmaps on the slide, delay was 4,0 sec now delay = 0,0 sec

After conversion from .odp to .ppt Delay = 0,0 sec (!)

Found in Open Office Impress version 2.0.3. also in version 2.0.4

In Custom animation you see: as bitmap 1 of more bitmaps on the slide, start, after previous, speed medium) Delay 4,0 sec

When converting from .odp to .ppt
- Delay --> changes from 4,0 sec tot 0,0 sec ???

4) When converting from .odp to .ppt
- Delay --> changes from 4,0 sec tot 0,0 sec ???
This is with every Custom animation for all effects you convert (!!!)

5) Found in Open Office Impress version 2.0.3.

When you making a presentation:
When you have 2 bitmaps or more on a slide you can have some strange effects = he is doing other things that you expected he is going to do =
when you want to the second bitmap later going up then the first.

I can't put my finger on this at this moment:

Effect = crawl out, Perhaps **direction = Vertical, from bottom, or start with / start after works not well. Or perhaps if the numbering of the bitmap is 1, 1, 2, 2, or different = other sequencing**

Some examples:
Bitmap 1 Effect = Expand, start after previous, Speed very fast
Bitmap 2 Effect = Expand, start with previous, Speed fast
Bitmap 1 Effect crawl out, start after previous, Direction from top, Speed very slow
Bitmap 2 Effect crawl out, start with previous, Direction from top, Speed very slow

or

Bitmap 1 Effect = Fly in Show, start after previous, Direction from bottom, Speed very slow
Bitmap 2 Effect = Fly in Show, start with previous, Direction from bottom, Speed very slow
Bitmap 1 Effect Spin out, start after previous, Speed very fast
Bitmap 2 Effect Spin out, start after previous, Speed very fast

So the Custom animation start with previous or start after previous he starts with/after a different one then you expect.

Regards,

Peter