Archived:JSR-226 - Animation may not start when calling SVGAnimationElement.beginElementAt(0.0f) (Known Issue)

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Description

When using the Scalable 2D Vector Graphics API, the animation may not start when calling the `SVGAnimationElement.beginElementAt( 0.0f )` method. This happens when an animation for an element is controlled by two chained <animateTransform> elements.

How to reproduce

This issue affects JSR-226 when running on the emulator.

```
    <rect x="30" y="30" width="30" height="30" fill="yellow">
          <animateTransform id="animRect1_1" type="translate"
  attributeName="transform" attributeType="XML" fill="freeze" begin="indefinite"
     dur="2s" restart="always" from="0,0" to="30,30"/>
        <animateTransform id="animRect1_2" attributeName="transform"
  type="translate" attributeType="XML" fill="freeze"
  begin="button_play_focus_on.end" dur="1s" restart="always" from="30,30"
  to="0,0" fill="freeze"/>
 </rect>

  <rect x="80" y="30" width="30" height="30" fill="red">
          <animateTransform id=" id="animRect2"" type="translate"
  attributeName="transform" attributeType="XML" fill="freeze" begin="indefinite"
  dur="2s" restart="always" from="0,0" to="30,30"/>
  </rect>


  SVGAnimator.invokeLater(new Runnable() {
      public void run() {
          Document doc = svgImg.getDocument();
          SVGAnimationElement el =
  (SVGAnimationElement)doc.getElementById("animRect1_1");
          el.beginElementAt(0.0f);

          el = (SVGAnimationElement)doc.getElementById("animRect2");
          el.beginElementAt(0.0f);
    }
    });
```

Expected outcome:

Both boxes move to the bottom-right corner in sync.

Actual outcome:

The animation works only for the very first time. In all subsequent iterations the smooth movement of the yellow box towards the bottom-right corner is skipped and the boxes do not move in sync.

Solution

This issue is fixed in S60 3rd Edition, FP2 MIDP SDK.

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