



svelte/animate

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```
import { flip } from 'svelte/animate';
```

flip

The flip function calculates the start and end position of an element and animates between them, translating the x and y values. flip stands for First, Last, Invert, Play.

```
function flip(  
  node: Element,  
  {  
    from,  
    to  
  }: {  
    from: DOMRect;  
    to: DOMRect;  
  },  
  params?: FlipParams  
): AnimationConfig;
```

AnimationConfig

```
interface AnimationConfig {...}
```

```
delay?: number;
```



```
easing?: (t: number) => number;
```

```
css?: (t: number, u: number) => string;
```

```
tick?: (t: number, u: number) => void;
```

FlipParams

```
interface FlipParams {...}
```

```
delay?: number;
```

```
duration?: number | ((len: number) => number);
```

```
easing?: (t: number) => number;
```

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