Introduction

Namespace AlohaKit.Animations

Classes

AnimateColor

The AnimateColor class defines a mechanism to smoothly animate the color property of a target visual element using progress-based interpolation.

AnimateCornerRadius

The AnimateCornerRadius class animates the corner radius property of a visual element, providing a smooth transition from an initial value to a target value.

AnimateDouble

The AnimateDouble class provides a mechanism to animate the transition of a double value on a specified visual element, using interpolation based on animation progress.

AnimateInt

The AnimateInt class provides functionality to animate the transition of an integer property on a visual element using interpolation based on animation progress.

AnimateProgressColor

Represents a behavior that animates the transition of a color property from one value to another based on the progress of an animation.

AnimateProgressCornerRadius

The AnimateProgressCornerRadius class interpolates the corner radius property of a visual element, transitioning from an initial value to a target value as the animation progresses.

AnimateProgressDouble

The AnimateProgressDouble class interpolates a double property of a visual element, transitioning from an initial value to a target value as the animation progresses. It allows scaling of the value using a multiplier.

AnimateProgressThickness

The AnimateProgressThickness class interpolates the thickness property of a visual element, transitioning from an initial value to a target value as the animation progresses.

AnimateThickness

The AnimateThickness class provides functionality to animate the transition of a thickness property on a visual element, using interpolation based on animation progress.

AnimationBase

The AnimationBase class serves as an abstract base for animations, offering configurable properties such as duration, delay, easing, and repeat behavior.

AnimationBaseTrigger<T>

The AnimationBaseTrigger class provides the foundation for creating custom animation triggers by defining common properties, methods, and behavior for animations.

AnimationExtensions

Contains extension methods to simplify applying animations to visual elements.

AnimationProgressBaseBehavior

The AnimationProgressBaseBehavior class provides the foundation for creating behaviors that animate properties of a visual element based on the progress of an animation.

BeginAnimation

The BeginAnimation class defines a trigger action for starting an animation on a target visual element when the trigger is activated.

BeginAnimationBehavior

The BeginAnimationBehavior class provides functionality to automatically trigger an animation when the behavior is attached to a visual element. It ensures the animation is associated with the element and starts after a short delay.

BounceInAnimation

The BounceInAnimation is a custom animation designed to create a "bounce-in" effect, typically used in UI transitions where an element enters the screen with an animated bounce.

BounceOutAnimation

ColorAnimation

The ColorAnimation is designed to animate a transition between colors within a user interface.

ColorExtensions

The ColorExtensions class contains methods to animate color changes and manage color animations for visual elements.

EndAnimation

The EndAnimation class defines a trigger action for stopping an animation applied to a visual element when the trigger is activated.

EndAnimationBehavior

The EndAnimationBehavior class provides functionality to automatically stop an animation when the behavior is attached to a visual element. It ensures the animation is associated with the element and invokes the End method on the animation.

EntranceTransition

The EntranceTransition class animates visual elements with an entrance effect that includes translation and opacity adjustments. It handles animations for the target element and its child elements.

FadeInAnimation

Represents an animation that fades in a visual element while translating it along the Y-axis.

FadeOutAnimation

Represents an animation that fades out a visual element while translating it along the Y-axis.

FadeToAnimation

The FadeToAnimation class adjusts the opacity of a target element over a specified duration.

FlipAnimation

An animation that allow an element to rotate around the Y-axis while transitioning its opacity.

HeartAnimation

Represents an animation that performs a "heartbeat" effect by scaling the target element in a pulsating manner.

JumpAnimation

Represents an animation that creates a "jump" effect by translating the target element along the Y-axis.

RelRotateToAnimation

Represents an animation that rotates the target element by a relative angle.

RelScaleToAnimation

Represents an animation that scales the target element relative to its current size.

RotateToAnimation

The RotateToAnimation class animates the rotation of a target element to a specified angle.

RotateXToAnimation

Represents an animation that rotates the target element around the X-axis to a specified angle.

RotateYToAnimation

Represents an animation that rotates the target element around the Y-axis to a specified angle.

ScaleToAnimation

Represents an animation that scales the target element to a specified size.

ScrollViewScrollBehavior

The ScrollViewScrollBehavior class provides bindable properties to observe the horizontal and vertical scroll positions of a ScrollView and calculates relative and percentage-based scroll values.

ShakeAnimation
: Represents an animation that simulates a "shake" effect by moving the target element back and forth along the X-axis.

StoryBoard
: Represents a storyboard that orchestrates a sequence of animations on a target element.

TaskExtensions

TranslateToAnimation
: Represents an animation that translates (moves) the target element to a specified position.

TurnstileInAnimation
: Represents an animation that performs a "turnstile-in" effect by rotating and translating the target element as it enters.

TurnstileOutAnimation

Enums

EasingType
: The EasingType enum provides a set of predefined easing functions used in animations. Each easing type determines the progression and behavior of an animation over time, allowing you to create smooth and visually appealing transitions.

FadeInAnimation.FadeDirection
: Defines the direction of the fade-in animation (Up or Down).

FadeOutAnimation.FadeDirection
: Defines the direction of the fade-out animation (Up or Down).

FlipAnimation.FlipDirection
: Specifies the direction for a flip animation or effect.