

Utility Classes

Animate.css comes packed with a few utility classes to simplify its use.

Delay classes

You can add delays directly on the element's class attribute, just like this:

```
<div class="animate__animated animate__bounce animate__delay-2s">Example</div>
```

Animate.css provides the following delays:

Class name	Default delay time
animate__delay-2s	2s
animate__delay-3s	3s
animate__delay-4s	4s
animate__delay-5s	5s

The provided delays are from 1 to 5 seconds. You can customize them setting the `--animate-delay` property to a longer or a shorter duration:

```
/* All delay classes will take 2x longer to start */
:root {
  --animate-delay: 2s;
}

/* All delay classes will take half the time to start */
:root {
  --animate-delay: 0.5s;
}
```

Slow, slower, fast, and Faster classes

You can control the speed of the animation by adding these classes, as below:

```
<div class="animate__animated animate__bounce animate__faster">Example</div>
```

Class name	Default speed time
animate__slow	2s
animate__slower	3s
animate__fast	800ms
animate__faster	500ms

The `animate__animated` class has a default speed of `1s`. You can also customize the animations duration through the `--animate-duration` property, globally or locally. This will affect both the animations and the utility classes. Example:

```
/* All animations will take twice as long to finish */
:root {
  --animate-duration: 2s;
}

/* Only this element will take half the time to finish */
.my-element {
  --animate-duration: 0.5s;
}
```

Notice that some animations have a duration of less than 1 second. As we used the CSS `calc()` function, setting the duration through the `--animation-duration` property will respect these ratios. So, when you change the global duration, all the animations will respond to that change!

Repeating classes

You can control the iteration count of the animation by adding these classes, like below:

```
<div class="animate__animated animate__bounce animate__repeat-2">Example</div>
```

Class Name	Default iteration count
animate__repeat-1	1
animate__repeat-2	2
animate__repeat-3	3
animate__infinite	infinite

As with the delay and speed classes, the `animate__repeat` class is based on the `--animate-repeat` property and has a default iteration count of `1`. You can customize them by setting the `--animate-repeat` property to a longer or a shorter value:

```
/* The element will repeat the animation 2x
   It's better to set this property locally and not globally or
   you might end up with a messy situation */
.my-element {
  --animate-repeat: 2;
}
```

Notice that `animate__infinite` doesn't use any custom property, and changes to `--animate-repeat` will have no effect. Don't forget to read the [best practices](#) section to make the best use of repeating animations.