

public class

Summary: [Ctors](#) | [Methods](#) | [Inherited Methods](#) |[\[Expand All\]](#)Added in [API level 1](#)

AnimationUtils

extends [Object](#)[java.lang.Object](#)↳ [android.view.animation.AnimationUtils](#)

Class Overview

Defines common utilities for working with animations.

Summary

Public Constructors

[AnimationUtils\(\)](#)

Public Methods

[currentAnimationTimeMillis\(\)](#)

static long Returns the current animation time in milliseconds.

[loadAnimation\(Context context, int id\)](#)

static Animation Loads an Animation object from a resource

[loadInterpolator\(Context context, int id\)](#)

static Interpolator Loads an Interpolator object from a resource

[loadLayoutAnimation\(Context context, int id\)](#)

static LayoutAnimationController Loads a LayoutAnimationController object from a resource

[makeInAnimation\(Context c, boolean fromLeft\)](#)

static Animation Make an animation for objects becoming visible.

[makeInChildBottomAnimation\(Context c\)](#)

static Animation Make an animation for objects becoming visible.

[makeOutAnimation\(Context c, boolean toRight\)](#)

static Animation Make an animation for objects becoming invisible.

Inherited Methods [\[Expand\]](#)

► From class `java.lang.Object`

Public Constructors

`public AnimationUtils ()`

Added in [API level 1](#)

Public Methods

`public static long currentAnimationTimeMillis ()` Added in [API level 1](#)

Returns the current animation time in milliseconds. This time should be used when invoking `setStartTime(long)` ([/reference/android/view/animation/Animation.html#setStartTime\(long\)](#)). Refer to `SystemClock` ([/reference/android/os/SystemClock.html](#)) for more information about the different available clocks. The clock used by this method is *not* the "wall" clock (it is not `currentTimeMillis()` ([/reference/java/lang/System.html#currentTimeMillis\(\)](#))).

Returns

the current animation time in milliseconds

See Also

[SystemClock](#)

`public static Animation loadAnimation (Context context, int id)` Added in [API level 1](#)

Loads an [Animation](#) ([/reference/android/view/animation/Animation.html](#)) object from a resource

Parameters

context Application context used to access resources
id The resource id of the animation to load

Returns

The animation object reference by the specified id

Throws

[Resources.NotFoundException](#) when the animation cannot be loaded

public static Interpolator **loadInterpolator** (Context context, int id) Added in API level 1

Loads an Interpolator (</reference/android/view/animation/Interpolator.html>) object from a resource

Parameters

context Application context used to access resources
id The resource id of the animation to load

Returns

The animation object reference by the specified id

Throws

Resources.NotFoundException

public static LayoutAnimationController **loadLayoutAnimation** (Context context, int id) Added in API level 1

Loads a LayoutAnimationController (</reference/android/view/animation/LayoutAnimationController.html>) object from a resource

Parameters

context Application context used to access resources
id The resource id of the animation to load

Returns

The animation object reference by the specified id

Throws

Resources.NotFoundException when the layout animation controller cannot be loaded

public static Animation **makeInAnimation** (Context c, boolean fromLeft) Added in API level 1

Make an animation for objects becoming visible. Uses a slide and fade effect.

Parameters

c Context for loading resources
fromLeft is the object to be animated coming from the left

Returns

The new animation

public static Animation

makeInChildBottomAnimation (Context c)

Added in API level 1

Make an animation for objects becoming visible. Uses a slide up and fade effect.

Parameters

c Context for loading resources

Returns

The new animation

public static Animation **makeOutAnimation**

(Context c, boolean toRight)

Added in API level 1

Make an animation for objects becoming invisible. Uses a slide and fade effect.

Parameters

c Context for loading resources

toRight is the object to be animated exiting to the right

Returns

The new animation