

Actuate
<div><div>- targetLibraries : haxe.ds.ObjectMap<Dynamic, Array></div><div>+ defaultEase : motion.easing.IEasing</div><div>+ defaultActuator : Class</div></div>
<div><div>+ update (target : update.T, duration : Float, ?start : Array<Dynamic>, ?end : Array<Dynamic>, ?overwrite : Bool) : motion.actuators.GenericActuator</div><div>+ unload (actuator : motion.actuators.GenericActuator<unload.T>) : Void</div><div>+ tween (target : tween.T, duration : Float, properties : Dynamic, ?overwrite : Bool, ?customActuator : Class) : motion.actuators.GenericActuator</div><div>+ timer (duration : Float, ?customActuator : Class) : motion.actuators.GenericActuator</div><div>+ stop (target : stop.T, ?properties : Dynamic, ?complete : Bool, ?sendEvent : Bool) : Void</div><div>+ resumeAll () : Void</div><div>+ resume (target : resume.T) : Void</div><div>+ reset () : Void</div><div>+ pauseAll () : Void</div><div>+ pause (target : pause.T) : Void</div><div>+ motionPath (target : motionPath.T, duration : Float, properties : Dynamic, ?overwrite : Bool) : motion.actuators.GenericActuator</div><div>+ isActive () : Bool</div><div>- getLibrary (target : getLibrary.T, ?allowCreation : Bool) : Array</div><div>+ apply (target : apply.T, properties : Dynamic, ?customActuator : Class) : motion.actuators.GenericActuator</div></div>

MotionPath
<div><div>- _y : ComponentPath</div><div>- _x : ComponentPath</div><div>- _rotation : RotationPath</div><div>+ y : IComponentPath</div><div>+ x : IComponentPath</div><div>+ rotation : RotationPath</div></div>
<div><div>+ new () : Void</div><div>- get_y () : IComponentPath</div><div>- get_x () : IComponentPath</div><div>- get_rotation () : RotationPath</div><div>+ line (x : Float, y : Float, ?strength : Float) : MotionPath</div><div>+ bezier (x : Float, y : Float, controlX : Float, controlY : Float, ?strength : Float) : MotionPath</div></div>

RotationPath
<div><div>- _y : ComponentPath</div><div>- _x : ComponentPath</div><div>- step : Float</div><div>+ offset : Float</div></div>
<div><div>+ new (x : ComponentPath, y : ComponentPath) : Void</div></div>

ComponentPath
<div><div>- totalStrength : Float</div><div>- paths : Array<BezierPath></div></div>
<div><div>+ new () : Void</div><div>+ addPath (path : BezierPath) : Void</div></div>

LinearPath

<interface> IComponentPath
<div><div>+ start : Float</div><div>+ end : Float</div></div>
<div><div>+ calculate (k : Float) : Float</div><div>+ get_end () : Float</div></div>

BezierPath
<div><div>+ strength : Float</div><div>+ end : Float</div><div>+ control : Float</div></div>
<div><div>+ new (end : Float, control : Float, strength : Float) : Void</div><div>+ calculate (start : Float, k : Float) : Float</div></div>