## [Frame Animation – Hiệu Ứng theo khung hình – Nhiều hình chạy](http://luunghiatran.my-style.in/2015/12/14/frame-animation-hieu-ung-theo-khung-hinh-nhieu-hinh-chay/)

### Vị trí file: res/drawable/filename.xml

### Lớp sử dụng: [AnimationDrawable](http://developer.android.com/reference/android/graphics/drawable/AnimationDrawable.html)

### Gọi sử dụng:

* In Java: R.drawable.filename  
  In XML: @[package:]drawable.filename

### Cú pháp:

<animation-list android:oneshot="[" false="" true=""

xmlns:android="http://schemas.android.com/apk/res/android">

<item android:drawable="@[package:]drawable/drawable\_resource\_name"

android:duration="integer"/>

</animation-list>

Thuộc tính:

* android:oneshot: chạy 1 lần
  + true – chạy 1 lần
  + false – chạy hình nhiều lần
* android:duration – thời gian của hình

### Gọi trong code:

file xml – res/anim/rocket.xml:

<animation-list xmlns:android="http://schemas.android.com/apk/res/android"

android:oneshot="false">

<item

android:drawable="@drawable/rocket\_thrust1"

android:duration="200" />

<item

android:drawable="@drawable/rocket\_thrust2"

android:duration="200" />

<item

android:drawable="@drawable/rocket\_thrust3"

android:duration="200" />

</animation-list>

Sử dụng

ImageView rocketImage = (ImageView) findViewById(R.id.rocket\_image);

rocketImage.setBackgroundResource(R.drawable.rocket\_thrust);

rocketAnimation = (AnimationDrawable) rocketImage.getBackground();

rocketAnimation.start();

Trích:  
<http://developer.android.com/guide/topics/resources/animation-resource.html>