



An animation library
by Benedikt Groß
for the programming
environment proces-
sing.

[http://looksgood.de/
libraries/Ani/](http://looksgood.de/libraries/Ani/)

Ani Constants

timeMode

Ani.SECONDS
Ani.FRAMES

playMode

Ani.FORWARD
Ani.BACKWARD
Ani.YOYO

autoStartMode

Ani.AUTOSTART
Ani.NO_AUTOSTART

overwriteMode

Ani.OVERWRITE
Ani.NO_OVERWRITE

easings

Ani.LINEAR
Ani.QUAD_IN
Ani.QUAD_OUT
Ani.QUAD_IN_OUT
Ani.CUBIC_IN
Ani.CUBIC_IN_OUT
Ani.CUBIC_OUT
Ani.QUART_IN
Ani.QUART_OUT
Ani.QUART_IN_OUT
Ani.QUINT_IN
Ani.QUINT_OUT
Ani.QUINT_IN_OUT
Ani.SINE_IN
Ani.SINE_OUT
Ani.SINE_IN_OUT
Ani.CIRC_IN
Ani.CIRC_OUT
Ani.CIRC_IN_OUT
Ani.EXPO_IN
Ani.EXPO_OUT
Ani.EXPO_IN_OUT
Ani.BACK_IN
Ani.BACK_OUT
Ani.BACK_IN_OUT
Ani.BOUNCE_IN
Ani.BOUNCE_OUT
Ani.BOUNCE_IN_OUT
Ani.ELASTIC_IN
Ani.ELASTIC_OUT
Ani.ELASTIC_IN_OUT

callback keywords

Ani.ON_START
Ani.ON_END