TextPathView

Developed by th using Fast.

Events:

AnimationStarted

```
when TextPathView . AnimationStarted do
```

Event triggered when the animation starts

AnimationEnded

```
when TextPathView . AnimationEnded do
```

Event triggered when the animation ends

Methods:

Init

```
call TextPathView . Init arrangement
```

Attach the TextPathView to an HVArrangement.

Parameter	Туре
arrangement	component

SetShadow

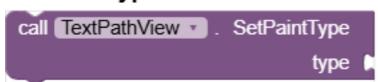


Set the shadow layer

Parameter	Туре
radius	number
dx	number
dy	number
color	number

color

SetPaintType



Set the paint type for the text. Use 0 for SINGLE and 1 for MULTIPLY.

Parameter	Туре
type	number

number

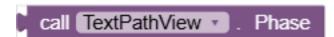
SetPhase



Set the phase (Rang of 0.0 to 1.0)of the animation.

Parameter	Туре
phase	number

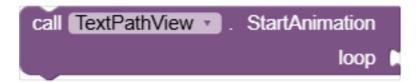
Phase



Get the current phase of the animation.

Return Type: number

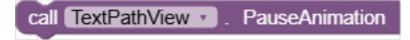
StartAnimation



Start the animation with optional looping. Set loop to true for infinite looping.

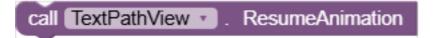
Parameter	Туре
loop	boolean

PauseAnimation



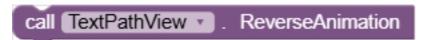
Pause the running animation.

ResumeAnimation



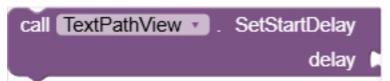
Resume the paused animation.

ReverseAnimation



Reverse the animation.

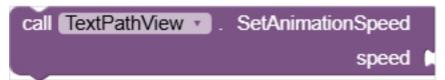
SetStartDelay



Set a start delay for the animation in milliseconds.

Parameter	Туре
delay	number

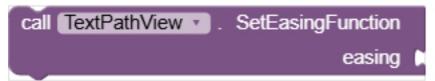
SetAnimationSpeed



Set the speed of the animation. Higher values make it faster.

Parameter	Туре
speed	number

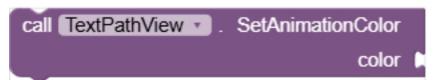
SetEasingFunction



Set a custom easing function. Use values like Linear, Bounce, or Accelerate.

Parameter	Туре
easing	text

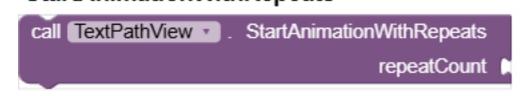
SetAnimationColor



Change the color of the animated path dynamically.

Parameter	Туре
color	number

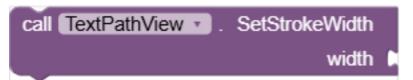
StartAnimationWithRepeats



Start the animation with a specified number of repeats.

Parameter	Туре
repeatCount	number

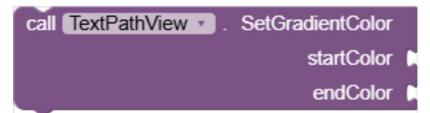
SetStrokeWidth



Set the stroke width of the animated path.

Parameter	Туре
width	number

SetGradientColor



Apply a gradient color to the animated path.

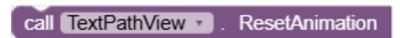
Parameter	Туре
startColor	number
endColor	number

StartBounceAnimation



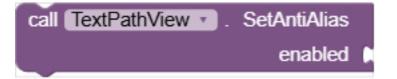
Start the animation with a bounce effect.

ResetAnimation



Reset the animation to its initial state.

SetAntiAlias



Enable or disable anti-aliasing for smoother path rendering.

Parameter	Туре
enabled	boolean

Properties:

Text



Set the text to be displayed

TextColor



Set the text color

TextSize



Set the text size

TextWeight



Set the text weight

Duration



Set the duration of the animation