

# PathMaker

Developed by th using Fast. An Extension to render animated text paths with customizable properties such as text size, color, stroke and width settings. This component supports both synchronous and asynchronous modes for rendering text paths, allowing for smooth animations and dynamic visual representations.

## Events:

### AnimationStart

when PathMaker . AnimationStart

do

Triggered when the animation starts.

### AnimationEnd

when PathMaker . AnimationEnd

do

Triggered when the animation ends.

### AnimationRepeat

when PathMaker . AnimationRepeat

do

Triggered when the animation is repeated.

### AnimationCancel

when PathMaker . AnimationCancel

do

Triggered when the animation is canceled.

### AnimationProgress

when PathMaker . AnimationProgress

progress

do

Triggered when the animation progress updates (in percentage).

Parameter	Type
progress	number

### AnimationComplete

when PathMaker . AnimationComplete

## AnimationComplete

```
when PathMaker . AnimationComplete
do
```

Triggered when the animation is completed.

## Methods:

### InitializeTextPath

```
call PathMaker . InitializeTextPath
                                arrangement
                                syncMode
```

Initialize a TextPathView inside an arrangement. Pass true for Sync mode or false for Async mode.

Parameter	Type
arrangement	component
syncMode	boolean

### SetPenPainter

```
call PathMaker . SetPenPainter
```

Set a custom painter for the path effect (pen painter).

### StartAnimation

```
call PathMaker . StartAnimation
```

Start the path animation with default parameters (0 to 1).

### StartAnimationWithPositions

```
call PathMaker . StartAnimationWithPositions
                                start
                                end
```

Start the animation from the given start and end positions.

Parameter	Type
start	number
end	number

### CustomStartAnimation

```
call PathMaker . CustomStartAnimation
                                start
```

end

animationStyle

repeatCount

Start the animation with additional parameters for style and repeat count.

Parameter	Type
start	number
end	number
animationStyle	number
repeatCount	number

### StopAnimation

call PathMaker . StopAnimation

Stop the animation.

### PauseAnimation

call PathMaker . PauseAnimation

Pause the animation.

### ResumeAnimation

call PathMaker . ResumeAnimation

Resume the animation.

### Clear

call PathMaker . Clear

Clear the animation path.

### SetAnimationStyle

call PathMaker . SetAnimationStyle  
style

Set the animation style. 0 = Linear, 1 = Ease-In-Out.

Parameter	Type
style	number

### SetRepeatCount

call PathMaker . SetRepeatCount

call PathMaker . count

Set the repeat count for the animation.

Parameter	Type
count	number

SetPercentage

call PathMaker . SetPercentage percentage

Set the animation percentage manually. Value should be between 0.0 and 1.0.

Parameter	Type
percentage	number

GetRepeatCount

call PathMaker . GetRepeatCount

Get the current repeat count for the animation.  
Return Type: number

SetArrowPainter

call PathMaker . SetArrowPainter radius angle

Set the Arrow painter with specified radius and angle (in pixels and radians respectively)

Parameter	Type
radius	number
angle	number

SetFireworksPainter

call PathMaker . SetFireworksPainter radius angle

Set the Fireworks painter with specified radius and angle (in pixels and radians respectively)

Parameter	Type
radius	number
angle	number

GetCurrentPainterRadius

```
call PathMaker . GetCurrentPainterRadius
```

Get the current painter's radius in pixels  
Return Type: number

GetCurrentPainterAngle

```
call PathMaker . GetCurrentPainterAngle
```

Get the current painter's angle in radians  
Return Type: number

IsRepeatTypeNone

```
call PathMaker . IsRepeatTypeNone
```

Check if the current repeat type is NONE.  
Return Type: boolean

IsRepeatTypeRestart

```
call PathMaker . IsRepeatTypeRestart
```

Check if the current repeat type is RESTART.  
Return Type: boolean

IsRepeatTypeReverse

```
call PathMaker . IsRepeatTypeReverse
```

Check if the current repeat type is REVERSE.  
Return Type: boolean

CalculateAround

```
call PathMaker . CalculateAround
progress
```

Calculate animation progress with Around strategy (for text path).

Parameter	Type
progress	number

CalculateLinear

```
call PathMaker . CalculateLinear
progress
```

Calculate animation progress with Linear strategy

Parameter	Type
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progress	number
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### CalculateEaseIn

```
call PathMaker . CalculateEaseIn
                                progress
```

Calculate animation progress with Ease-In strategy

Parameter	Type
progress	number

### CalculateEaseOut

```
call PathMaker . CalculateEaseOut
                                progress
```

Calculate animation progress with Ease-Out strategy

Parameter	Type
progress	number

### SetCustomPathPainter

```
call PathMaker . SetCustomPathPainter
                                radius
                                color
```

Set a custom path painter effect for the text path.

Parameter	Type
radius	number
color	number

### SetPathCalculator

```
call PathMaker . SetPathCalculator
                                calculatorType
```

Set a predefined PathCalculator. This method allows you to specify which type of PathCalculator to use for controlling the animation path. You can choose from predefined calculators such as MidCalculator, AroundCalculator, and BlinkCalculator. The calculator determines how the start and end values of the path are calculated based on the animation progress. Parameters: - calculatorType: An integer representing the type of PathCalculator to use. Use constants CALCULATOR\_MID = 0, CALCULATOR\_AROUND = 1, CALCULATOR\_BLINK = 2 to select the desired calculator.

Parameter	Type

calculatorType	number
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## SetTextSize

```
call PathMaker . SetTextSize  
                textSize
```

Set the text size for the text path.

Parameter	Type
textSize	number

## SetTextColor

```
call PathMaker . SetTextColor  
color
```

Set the color for the text path (in ARGB format).

Parameter	Type
color	number

## SetTextStrokeWidth

```
call PathMaker . SetTextStrokeWidth  
strokeWidth
```

Set the stroke width for the text path (in pixels).

Parameter	Type
strokeWidth	number

### Properties:

## SetText

```
set PathMaker . SetText to
```

Set the text to be displayed as a path (in percentage).

## SetStrokeWidth

```
set PathMaker . SetStrokeWidth to
```

Set the stroke width for the text path (in pixels).

## SetRadius

set PathMaker . SetRadius to

Set the radius for the text path (in pixels).

Radius

PathMaker . Radius

Get the radius of the text path (in pixels).

SetAngle

set PathMaker . SetAngle to

Set the angle for the text path (in radians).

SetStart

set PathMaker . SetStart to

Set the start position of the animation (0 to 1).

SetEnd

set PathMaker . SetEnd to

Set the end position of the animation (0 to 1).

Start

PathMaker . Start

Get the start position of the animation (0 to 1).

End

PathMaker . End

Get the end position of the animation (0 to 1).

SetShowPainter

set PathMaker . SetShowPainter to

Set whether to show the painter (true if shown) (in percentage).

SetShowPainterActually

set PathMaker . SetShowPainterActually to

Set whether to show the painter actually (true if shown) (in percentage).

ShowFillColorText

set PathMaker . ShowFillColorText to



Set whether to show fill color text (true if shown) (in percentage).

### SetDuration

```
set PathMaker . SetDuration to
```

Set the duration for the animation (in milliseconds).

### SetRepeatStyle

```
set PathMaker . SetRepeatStyle to
```

Set the repeat style for the animation (NONE, RESTART, REVERSE).

### AutoStart

```
PathMaker . AutoStart
```

Get the auto start setting (true if started automatically).

### SetShowInStart

```
set PathMaker . SetShowInStart to
```

Set whether to show the text path at the beginning (true if shown at the beginning).

### ShowInStart

```
PathMaker . ShowInStart
```

Get the show in start setting (true if shown at the beginning).

### SetTextInCenter

```
set PathMaker . SetTextInCenter to
```

Set whether to center the text (true if centered).

### TextInCenter

```
PathMaker . TextInCenter
```

Get the text in center setting (true if centered).

### SetPaintStrokeWidth

```
set PathMaker . SetPaintStrokeWidth to
```

Set the width of the paint effect stroke (in pixels).

### PaintStrokeWidth

```
PathMaker . PaintStrokeWidth
```

Get the current paint stroke width (in pixels).

### SetPaintStrokeColor

```
set PathMaker . SetPaintStrokeColor to
```

Set the color of the paint effect stroke (in ARGB format).

### PaintStrokeColor

```
PathMaker . PaintStrokeColor
```

Get the current paint stroke color.

### SetRepeatType

```
set PathMaker . SetRepeatType to
```

Set the repeat type of the animation (NONE, RESTART, REVERSE).

### RepeatType

```
PathMaker . RepeatType
```

Get the current repeat type.