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



Triggered when the animation progress updates (in percentage).

Parameter	Туре
progress	number

AnimationComplete

AnimationComplete

when	PathMaker	7	AnimationComplete
do			

Triggered when the animation is completed.

Methods:

InitializeTextPath



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

Parameter	Туре
arrangement	component
syncMode	boolean

SetPenPainter



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

StartAnimation



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

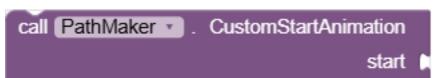
StartAnimationWithPositions



Start the animation from the given start and end positions.

Parameter	Туре
start	number
end	number

CustomStartAnimation



end	C
animationStyle	C
repeatCount	C

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

Parameter	Туре
start	number
end	number
animationStyle	number
repeatCount	number

StopAnimation



Stop the animation.

PauseAnimation



Pause the animation.

ResumeAnimation



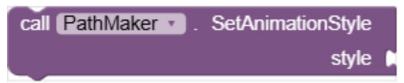
Resume the animation.

Clear



Clear the animation path.

SetAnimationStyle



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

Parameter	Туре
style	number

SetRepeatCount

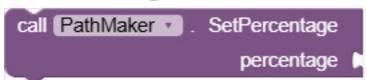


count

Set the repeat count for the animation.

Parameter	Туре
count	number

SetPercentage



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

Parameter	Туре
percentage	number

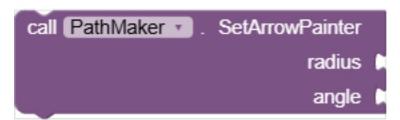
GetRepeatCount

```
call PathMaker . GetRepeatCount
```

Get the current repeat count for the animation.

Return Type: number

SetArrowPainter



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

Parameter	Туре
radius	number
angle	number

SetFireworksPainter



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

Parameter	Туре
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

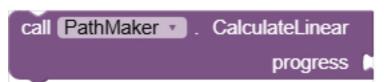
CalculateAround



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

Parameter	Туре
progress	number

CalculateLinear



Calculate animation progress with Linear strategy

Parameter

progress number

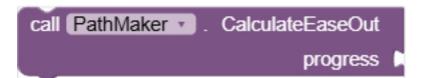
CalculateEaseIn



Calculate animation progress with Ease-In strategy

Parameter	Туре
progress	number

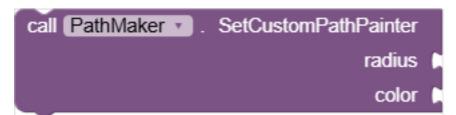
CalculateEaseOut



Calculate animation progress with Ease-Out strategy

Parameter	Туре
progress	number

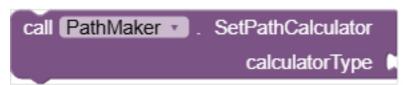
SetCustomPathPainter



Set a custom path painter effect for the text path.

Parameter	Туре
radius	number
color	number

SetPathCalculator



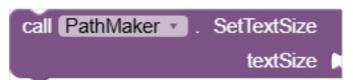
Set a predefined PathCalculator. This method allows you to specify which type of PathCalculator to use for controlling the animation path. You can choose from predefined calculators such as MidCalculator, AroundCalculator, and BlinkCalculator. The calculator determines how the start and end values of 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	Туре

calculatorType

number

SetTextSize



Set the text size for the text path.

Parameter	Туре
textSize	number

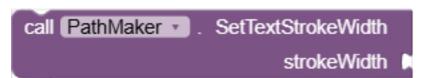
SetTextColor



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

Parameter	Туре
color	number

SetTextStrokeWidth



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

Parameter	Туре
strokeWidth	number

Properties:

SetText



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

SetStrokeWidth



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

SetRadius



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

Radius



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

SetAngle

```
set PathMaker . SetAngle . to 1
```

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
```

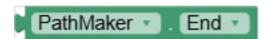
Set the end position of the animation (0 to 1).

Start

```
PathMaker . Start .
```

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

End



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

SetShowPainter 5 4 1

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

PaintStrokeWidth



Get the current paint stroke width (in pixels).

SetPaintStrokeColor



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

PaintStrokeColor



Get the current paint stroke color.

SetRepeatType



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

RepeatType



Get the current repeat type.