上一篇Android 属性动画(Property Animation) 完全解析 (上)已经基本展示了属性动画的核心用法:

ObjectAnimator实现动画,ValueAnimator实现动画,AnimatorSet的使用等~

当然了属性动画还有一部分的知识点,也能做出很不错的效果,将在本篇 博客为您展示~

1、如何使用xml文件来创建属性动画

大家肯定都清楚,View Animator、Drawable Animator都可以在anim文件夹下创建动画,然后在程序中使用,甚至在Theme中设置为属性值。当然了,属性动画其实也可以在文件中声明:

首先在res下建立animator文件夹,然后建立res/animator/scalex.xml

```
[html] view plaincopy
```

- 1. <?xml version="1.0" encoding="utf-8"?>
- 2. <objectAnimator xmlns:android="http://
 schemas.android.com/apk/res/android"</pre>
- 3. android:duration="1000"
- 4. android:propertyName="scaleX"
 - 5. android:valueFrom="1.0"
- 6. android:valueTo="2.0"
 - 7. android:valueType="floatType" >
- 8. </objectAnimator>

代码:

```
[java] view plaincopy
```

使用AnimatorInflater加载动画的资源文件,然后设置目标,就ok~~是不是很简单,这只是单纯横向的放大一倍~

如果我希望纵向与横向同时缩放呢?则可以怎么定义属性文件:

```
[html] view plaincopy
 1. <?xml version="1.0" encoding="utf-8"?>
 2. <set xmlns:android="http://schemas.android.com/apk/res/
     android"
 3.
         android:ordering="together" >
 4.
         <objectAnimator</pre>
 5.
 6.
              android:duration="1000"
              android:propertyName="scaleX"
 7.
8.
              android:valueFrom="1"
             android:valueTo="0.5" >
 9.
```

```
10.
         </objectAnimator>
 11.
         <objectAnimator</pre>
12.
             android:duration="1000"
             android:propertyName="scaleY"
 13.
14.
             android:valueFrom="1"
 15.
             android:valueTo="0.5" >
16.
         </objectAnimator>
 17.
 18. </set>
```

使用set标签,有一个orderring属性设置为together,【还有另一个值:sequentially(表示一个接一个执行)】。

上篇博客中忽略了一个效果,就是缩放、反转等都有中心点或者轴,默认中心缩放,和中间对称线为反转线,所以我决定这个横向,纵向缩小以左上角为中心点:

代码:

```
[java] view plaincopy
```

```
1.
    // 加载动画
 2.
            Animator anim = AnimatorInflater.loadAnimator(thi
    s, R.animator.scale);
 3.
            mMv.setPivotX(0);
4.
            mMv.setPivotY(0);
            //显示的调用invalidate
 5.
6.
            mMv.invalidate();
 7.
            anim.setTarget(mMv);
 8.
            anim.start();
```

很简单,直接给View设置pivotX和pivotY,然后调用一下invalidate,就ok了。

下面看效果图:

好了,通过写xml声明动画,使用set嵌套set,结合orderring属性,也基本可以实现任何动画~~上面也演示了pivot的设置。

2、布局动画(Layout Animations)

主要使用LayoutTransition为布局的容器设置动画,当容器中的视图层次 发生变化时存在过渡的动画效果。

基本代码为:

```
[java] view plaincopy
```

- 1. LayoutTransition transition = new LayoutTransition();
- 2. ${\tt transition.setAnimator(LayoutTransition.CHANGE_APPEAR} \\ {\tt ING,}$
- 4. transition.setAnimator(LayoutTransition.APPEARING,
 - 5. **null**);
- 6. transition.setAnimator(LayoutTransition.DISAPPEARING,

过渡的类型一共有四种:

LayoutTransition.APPEARING 当一个View在ViewGroup中出现时,对此 **View**设置的动画

LayoutTransition.CHANGE_APPEARING 当一个View在ViewGroup中出现时,对此View对其他View位置造成影响,对**其他View**设置的动画

LayoutTransition.DISAPPEARING 当一个View在ViewGroup中消失时,对此**View**设置的动画

LayoutTransition.CHANGE_DISAPPEARING 当一个View在ViewGroup中消失时,对此View对其他View位置造成影响,对**其他View**设置的动画

LayoutTransition.CHANGE 不是由于View出现或消失造成对其他View位置造成影响,然后对其他View设置的动画。

注意动画到底设置在谁身上,此View还是其他View。

好了下面看一个综合的例子:

布局文件:

29.

```
[html] view plaincopy
```

```
1. <LinearLayout xmlns:android="http://schemas.android.com/</pre>
    apk/res/android"
 2.
        xmlns:tools="http://schemas.android.com/tools"
 3.
         android:id="@+id/id container"
4.
         android:layout width="match parent"
 5.
         android:layout height="match parent"
         android:orientation="vertical" >
 6.
 7.
 8.
         <Button
 9.
             android:layout width="wrap content"
10.
             android:layout height="wrap content"
 11.
             android:onClick="addBtn"
12.
             android:text="addBtns" />
 13.
14.
         <CheckBox
 15.
             android:id="@+id/id appear"
16.
             android:layout width="wrap content"
 17.
             android:layout height="wrap content"
18.
             android:checked="true"
 19.
             android:text="APPEARING" />
 20.
 21.
         <CheckBox
 22.
             android:id="@+id/id change appear"
             android:layout width="wrap content"
 23.
 24.
             android:layout height="wrap content"
 25.
             android:checked="true"
 26.
             android:text="CHANGE APPEARING" />
 27.
 28.
         <CheckBox
```

android:id="@+id/id disappear"

```
30.
             android:layout width="wrap content"
 31.
             android:layout height="wrap content"
 32.
             android:checked="true"
 33.
             android:text="DISAPPEARING" />
 34.
 35.
        <CheckBox
 36.
               android:id="@+id/id change disappear"
 37.
             android:layout width="wrap content"
 38.
             android:layout height="wrap content"
 39.
             android:checked="true"
 40.
             android:text="CHANGE DISAPPEARING " />
 41.
 42. </LinearLayout>
```

代码:

[java] view plaincopy

```
1. package com.example.zhy property animation;
2.
   import android.animation.LayoutTransition;
3.
4. import android.app.Activity;
5. import android.os.Bundle;
import android.view.View;
7. import android.view.View.OnClickListener;
8. import android.view.ViewGroup;
9. import android.widget.Button;
10. import android.widget.CheckBox;
11. import android.widget.CompoundButton;
12.
   import android.widget.CompoundButton.OnCheckedChangeListe
   ner;
13. import android.widget.GridLayout;
14.
```

```
15.
    public class LayoutAnimaActivity extends Activity impleme
    nts
16.
            OnCheckedChangeListener
17. {
18.
      private ViewGroup viewGroup;
19.
        private GridLayout mGridLayout;
20.
        private int mVal;
21.
        private LayoutTransition mTransition;
22.
23.
        private CheckBox mAppear, mChangeAppear, mDisAppear,
    mChangeDisAppear;
24.
25.
        @Override
26.
        public void onCreate(Bundle savedInstanceState)
27.
28.
            super.onCreate(savedInstanceState);
29.
            setContentView(R.layout.layout animator);
30.
            viewGroup = (ViewGroup) findViewById(R.id.id cont
 ainer);
 31.
32.
            mAppear = (CheckBox) findViewById(R.id.id appear)
 33.
            mChangeAppear = (CheckBox) findViewById(R.id.id c
    hange appear);
34.
            mDisAppear = (CheckBox) findViewById(R.id.id disa
ppear);
35.
            mChangeDisAppear = (CheckBox) findViewById(R.id.i
    d change disappear);
36.
 37.
            mAppear.setOnCheckedChangeListener(this);
38.
            mChangeAppear.setOnCheckedChangeListener(this);
39.
            mDisAppear.setOnCheckedChangeListener(this);
```

```
40.
            mChangeDisAppear.setOnCheckedChangeListener(this)
 41.
42.
             // 创建一个GridLayout
 43.
            mGridLayout = new GridLayout(this);
             // 设置每列5个按钮
 44.
            mGridLayout.setColumnCount(5);
 45.
             // 添加到布局中
 46.
 47.
            viewGroup.addView(mGridLayout);
             //默认动画全部开启
 48.
 49.
            mTransition = new LayoutTransition();
50.
            mGridLayout.setLayoutTransition(mTransition);
 51.
52.
 53.
54.
         * 添加按钮
 55.
56.
 57.
         * @param view
58.
         * /
        public void addBtn(View view)
 59.
 60.
 61.
             final Button button = new Button(this);
62.
            button.setText((++mVal) + "");
 63.
            mGridLayout.addView(button, Math.min(1, mGridLayo
    ut.getChildCount()));
            button.setOnClickListener(new OnClickListener()
 64.
 65.
66.
 67.
                 @Override
68.
                public void onClick(View v)
 69.
70.
                    mGridLayout.removeView(button);
 71.
                 }
 72.
            });
 73.
74.
```

```
75.
       @Override
76.
        public void onCheckedChanged(CompoundButton buttonVie
w, boolean isChecked)
77.
78.
            mTransition = new LayoutTransition();
79.
            mTransition.setAnimator(
80.
                    LayoutTransition.APPEARING,
81.
                     (mAppear.isChecked() ? mTransition
82.
                             .getAnimator(LayoutTransition.APP
    EARING) : null));
83.
            mTransition
84.
                     .setAnimator(
85.
                             LayoutTransition.CHANGE APPEARING
86.
                             (mChangeAppear.isChecked() ? mTra
nsition
87.
                                     .getAnimator(LayoutTransi
    tion.CHANGE APPEARING)
88.
                                     : null));
89.
            mTransition.setAnimator(
90.
                    LayoutTransition.DISAPPEARING,
                     (mDisAppear.isChecked() ? mTransition
91.
92.
                             .getAnimator(LayoutTransition.DIS
    APPEARING) : null));
93.
            mTransition.setAnimator(
94.
                    LayoutTransition.CHANGE DISAPPEARING,
95.
                     (mChangeDisAppear.isChecked() ? mTransiti
    on
96.
                             .getAnimator(LayoutTransition.CHA
   NGE DISAPPEARING)
97.
                             : null));
```

```
98. mGridLayout.setLayoutTransition(mTransition);
99. }
100. }
```

效果图:

动画有点长,耐心点看,一定要注意,是对当前View还是其他Views设置的动画。

当然了动画支持自定义,还支持设置时间,比如我们修改下,添加的动画为:

```
[java] view plaincopy
```

1.
 mTransition.setAnimator(LayoutTransition.APPEARING, (mApp
 ear

则效果为:

原本的淡入,变成了宽度从中间放大的效果~~是不是还不错~~

3、View的anim方法

在SDK11的时候,给View添加了animate方法,更加方便的实现动画效果。

布局文件:

```
[html] view plaincopy
```

```
1. <RelativeLayout xmlns:android="http://</pre>
     schemas.android.com/apk/res/android"
 2.
         xmlns:tools="http://schemas.android.com/tools"
 3.
         android:layout width="match parent"
         android:layout height="match_parent"
4.
 5.
6.
 7.
         <ImageView</pre>
 8.
             android:id="@+id/id ball"
 9.
             android:layout width="wrap content"
10.
             android:layout height="wrap content"
 11.
             android:src="@drawable/bol blue" />
 12.
 13.
         <LinearLayout</pre>
14.
             android:layout width="fill parent"
 15.
             android:layout height="wrap content"
 16.
             android:layout alignParentBottom="true"
             android:orientation="horizontal" >
 17.
 18.
 19.
             <Button
 20.
                 android:layout width="wrap content"
```

```
21.
                 android:layout height="wrap content"
 22.
                 android:onClick="viewAnim"
 23.
                 android:text="View Anim" />
 24.
 25.
             <Button
 26.
                 android:layout width="wrap content"
 27.
                 android:layout height="wrap content"
 28.
                 android:onClick="propertyValuesHolder"
                 android:text="PropertyValuesHolder " />
 29.
30.
 31.
32.
         </LinearLayout>
 33.
 34. </RelativeLayout>
```

代码:

```
[java] view plaincopy
```

```
1. package com.example.zhy property animation;
2.
3. import android.animation.ObjectAnimator;
4. import android.animation.PropertyValuesHolder;
5. import android.app.Activity;
6. import android.os.Bundle;
7. import android.util.DisplayMetrics;
8. import android.util.Log;
9. import android.view.View;
10. import android.widget.ImageView;
11.
12. public class ViewAnimateActivity extends Activity
13. {
14.
       protected static final String TAG = "ViewAnimateActiv"
   ity";
```

```
15.
16.
        private ImageView mBlueBall;
 17.
        private float mScreenHeight;
18.
 19.
        @Override
20.
        protected void onCreate(Bundle savedInstanceState)
 21.
             super.onCreate(savedInstanceState);
22.
 23.
             setContentView(R.layout.view animator);
24.
 25.
             DisplayMetrics outMetrics = new DisplayMetrics();
 26.
             getWindowManager().getDefaultDisplay().getMetrics
    (outMetrics);
 27.
            mScreenHeight = outMetrics.heightPixels;
 28.
            mBlueBall = (ImageView) findViewById(R.id.id ball
);
 29.
30.
 31.
32.
        public void viewAnim(View view)
 33.
34.
             // need API12
 35.
            mBlueBall.animate()//
36.
                     .alpha(0)//
                     .y(mScreenHeight / 2).setDuration(1000)
 37.
38.
                     // need API 12
                     .withStartAction(new Runnable()
 39.
 40.
 41.
                         @Override
42.
                         public void run()
 43.
                         {
44.
                             Log.e(TAG, "START");
 45.
                         }
 46.
                         // need API 16
 47.
                     }).withEndAction(new Runnable()
```

```
48.
49.
50.
                          @Override
                          public void run()
51.
52.
53.
                              Log.e(TAG, "END");
54.
                              runOnUiThread(new Runnable()
55.
56.
                                   @Override
57.
                                   public void run()
58.
59.
                                       mBlueBall.setY(0);
60.
                                       mBlueBall.setAlpha(1.0f);
61.
                                   }
62.
63.
64.
                      }).start();
65.
        }
                                             }
```

简单的使用mBlueBall.animate().alpha(0).y(mScreenHeight / 2).setDuration(1000).start()就能实现动画~~不过需要SDK11,此后在SDK12,SDK16又分别添加了withStartAction和withEndAction用于在动画前,和动画后执行一些操作。当然也可以.setListener(listener)等操作。

使用ObjectAnimator实现上面的变化,我们可以使用: PropertyValueHolder

```
[java] view plaincopy
```

效果与上面一样。