Version: 3.x

withSpring

withSpring lets you create spring-based animations.

```
Preview Code
```

Reference

```
import { withSpring } from 'react-native-reanimated';

function App() {
   sv.value = withSpring(0);
   // ...
}
```

Type definitions

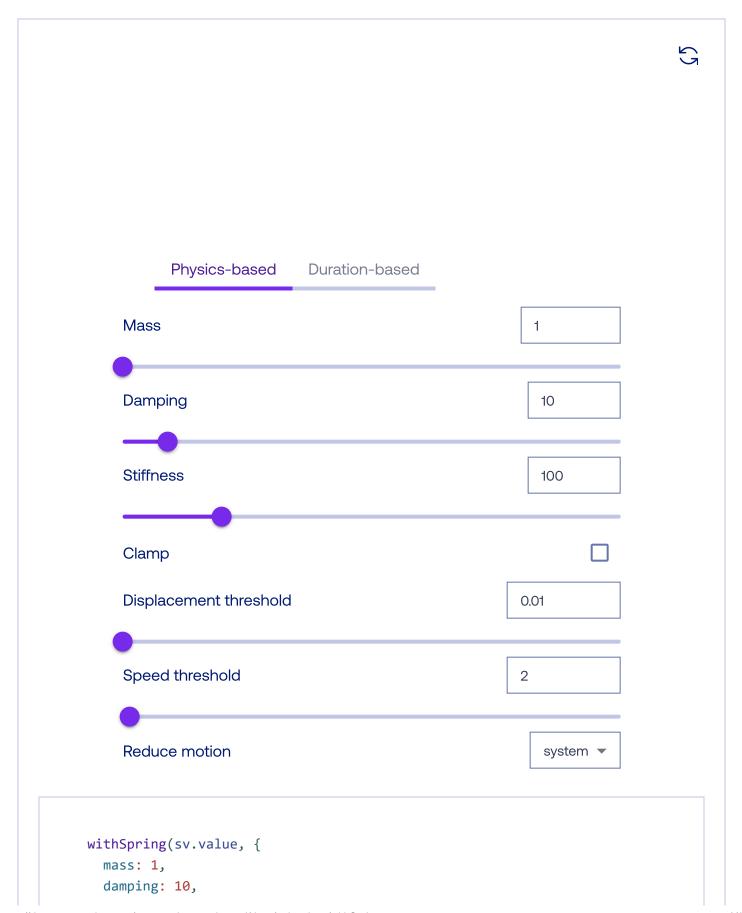
Arguments

toValue

The value at which the animation will come to rest.

config (Optional)

The spring animation configuration.



```
stiffness: 100,
  overshootClamping: false,
  restDisplacementThreshold: 0.01,
  restSpeedThreshold: 2,
  reduceMotion: ReduceMotion.System,
})
```

Available properties:

Name	Туре	Default	Description
mass	number	1	The weight of the spring. Reducing this value makes the animation faster.
damping	number	10	How quickly a spring slows down. Higher damping means the spring will come to rest faster.
duration	number	2000	Length of the animation (in milliseconds).
dampingRatio	number	0.5	How damped the spring is. Value 1 means the spring is critically damped, and value >1 means

Name	Туре	Default	Description
			the spring is overdamped.
stiffness	number	100	How bouncy the spring is.
velocity	number	0	Initial velocity applied to the spring equation.
overshootClamping	boolean	false	Whether a spring can bounce over the toValue.
restDisplacementThreshold	number	0.01	The displacement below which the spring will snap to toValue without further oscillations.
restSpeedThreshold	number	2	The speed in pixels per second from which the spring will snap to toValue without further oscillations.
reduceMotion Optional	ReduceMotion	ReduceMotion.System	A parameter that determines how the animation responds to the device's reduced

Name	Type	Default	Description
			motion accessibility setting.



The mass and damping (physics-based) properties can't be used at the same time as duration and dampingRatio (duration-based).

When used together duration and dampingRatio overrides mass and damping props.

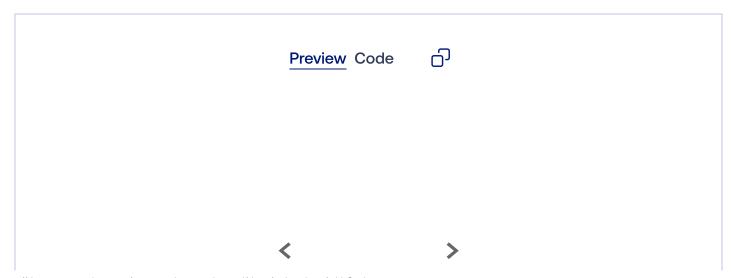
callback Optional

A function called upon animation completion. If the animation is cancelled, the callback will receive false as the argument; otherwise, it will receive true.

Returns

with Spring returns an <u>animation object</u>. It can be either assigned directly to a <u>shared value</u> or can be used as a value for a style object returned from <u>useAnimatedStyle</u>.

Example





Remarks

 The callback passed to the 3rd argument is automatically <u>workletized</u> and ran on the <u>UI</u> thread.

Platform compatibility

Android	iOS	Web

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