

LayoutAnimation

Automatically animates views to their new positions when the next layout happens.

A common way to use this API is to call it before updating the state hook in functional components and calling `setState` in class components.

Note that in order to get this to work on **Android** you need to set the following flags via `UIManager`:

```
if (Platform.OS === 'android') {  
  if (UIManager.setLayoutAnimationEnabledExperimental) {  
    UIManager.setLayoutAnimationEnabledExperimental(true);  
  }  
}
```

Example

LayoutAnimation

```
import React, {useState} from 'react';
import {
  LayoutAnimation,
  Platform,
  StyleSheet,
  Text,
  TouchableOpacity,
  UIManager,
  View,
} from 'react-native';

if (
  Platform.OS === 'android' &&
  UIManager.setLayoutAnimationEnabledExperimental
) {
  UIManager.setLayoutAnimationEnabledExperimental(true);
}

const App = () => {
  const [expanded, setExpanded] = useState(false);

  return (
    <View style={style.container}>
      <TouchableOpacity
        onPress={() => {
          LayoutAnimation.configureNext(LayoutAnimation.Presets.spring

```

Download [Expo Go](#) and scan the QR code to get started.



Connected devices 0

[Log in](#) or set a [Device ID](#) to open this Snack from Expo Go on your device or simulator.

Preview



My Device

iOS

Android

Reference

Methods

configureNext()

```
static configureNext(
  config: LayoutAnimationConfig,
  onAnimationDidEnd?: () => void,
  onAnimationDidFail?: () => void,
);
```

Schedules an animation to happen on the next layout.

Parameters:

| NAME | TYPE | REQUIRED | DESCRIPTION |
|--------------------|----------|----------|-------------------------------------|
| config | object | Yes | See config description below. |
| onAnimationDidEnd | function | No | Called when the animation finished. |
| onAnimationDidFail | function | No | Called when the animation failed. |

The `config` parameter is an object with the keys below. `create` returns a valid object for `config`, and the `Presets` objects can also all be passed as the `config`.

- `duration` in milliseconds
- `create`, optional config for animating in new views
- `update`, optional config for animating views that have been updated
- `delete`, optional config for animating views as they are removed

The config that's passed to `create`, `update`, or `delete` has the following keys:

- `type`, the `animation type` to use
- `property`, the `layout property` to animate (optional, but recommended for `create` and `delete`)
- `springDamping` (number, optional and only for use with `type: Type.spring`)
- `initialVelocity` (number, optional)
- `delay` (number, optional)
- `duration` (number, optional)

`create()`

```
static create(duration, type, creationProp)
```

Helper that creates an object (with `create`, `update`, and `delete` fields) to pass into `configureNext`. The `type` parameter is an `animation type`, and the `creationProp` parameter is a `layout property`.

Example:

LayoutAnimation

^ Expo

```
import React, {useState} from 'react';
import {
  View,
  Platform,
  UIManager,
  LayoutAnimation,
  StyleSheet,
  Button,
} from 'react-native';

if (
  Platform.OS === 'android' &&
  UIManager.setLayoutAnimationEnabledExperimental
) {
  UIManager.setLayoutAnimationEnabledExperimental(true);
}

const App = () => {
  const [boxPosition, setBoxPosition] = useState('left');

  const toggleBox = () => {
    LayoutAnimation.configureNext({
      duration: 500,
      create: {type: 'linear', property: 'opacity'},
      update: {type: 'spring', springDamping: 0.4},
      delete: {type: 'linear', property: 'opacity'},
    });
  };
};
```

Preview

☐

My Device

☒

iOS

☐

Android

Properties

Types

An enumeration of animation types to be used in the `create` method, or in the `create / update / delete` configs for `configureNext` . (example usage: `LayoutAnimation.Types.easeIn`)

| TYPES |
|--------|
| spring |
| linear |

| TYPES |
|---------------|
| easeInEaseOut |
| easeIn |
| easeOut |
| keyboard |

Properties

An enumeration of layout properties to be animated to be used in the `create` method, or in the `create / update / delete` configs for `configureNext` . (example usage: `LayoutAnimation.Properties.opacity`)

| PROPERTIES |
|------------|
| opacity |
| scaleX |
| scaleY |
| scaleXY |

Presets

A set of predefined animation configs to pass into `configureNext` .

| PRESETS | VALUE |
|---------------|--|
| easeInEaseOut | <code>create(300, 'easeInEaseOut', 'opacity')</code> |
| linear | <code>create(500, 'linear', 'opacity')</code> |
| spring | <code>{duration: 700, create: {type: 'linear', property: 'opacity'}, update: {type: 'spring', springDamping: 0.4}, delete: {type: 'linear', property: 'opacity'}}</code> |

easeInEaseOut

Calls `configureNext()` with `Presets.easeInEaseOut`.

linear

Calls `configureNext()` with `Presets.linear`.

spring

Calls `configureNext()` with `Presets.spring`.

Example:

LayoutAnimation

```
import React, {useState} from 'react';
import {
  View,
  Platform,
  UIManager,
  LayoutAnimation,
  StyleSheet,
  Button,
} from 'react-native';

if (
  Platform.OS === 'android' &&
  UIManager.setLayoutAnimationEnabledExperimental
) {
  UIManager.setLayoutAnimationEnabledExperimental(true);
}

const App = () => {
  const [firstBoxPosition, setFirstBoxPosition] =
    useState('left');
  const [secondBoxPosition, setSecondBoxPosition] =
    useState('left');
  const [thirdBoxPosition, setThirdBoxPosition] =
    useState('left');

  const toggleFirstBox = () => {
```

Download [Expo Go](#) and scan
the QR code to get started.



Connected devices 0

[Log in](#) or set a [Device ID](#) to open this Snack
from Expo Go on your device or simulator.

Preview



My Device

iOS

Android

Is this page useful?



Edit this page

Last updated on **Jun 21, 2023**