











lottie-react-native /  
lottie-react-native





 Code


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Lottie wrapper for React Native.

 Apache-2.0 license



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 master



 Branches    Tags

 thevoiceless chore: check uri scheme instead of BuildConfig.DEBUG ... 2 days ago  756

[View code](#)

 README.md 

# Lottie React Native

npm

v6.2.0

license

Apache-2.0

Lottie component for React Native ([iOS](#), [Android](#), and [Windows](#))

Lottie is an ecosystem of libraries for parsing [Adobe After Effects](#) animations exported as JSON with [bodymovin](#) and rendering them natively!

For the first time, designers can create **and ship** beautiful animations without an engineer painstakingly recreating it by hand.

## Installing

---

## Breaking Changes in v6!

---

We've made some significant updates in version 6 that may impact your current setup. To get all the details about these changes, check out the [changelog](#).

Stay informed to ensure a seamless transition to the latest version. Thank you!

## iOS and Android

- Install `lottie-react-native` (latest):

```
yarn add lottie-react-native
```



Go to your ios folder and run:

```
pod install
```



## Windows (React Native >= 0.63)

- Install the `lottie-react-native` npm package. (Click to expand)

## Usage

---

Lottie can be used in a declarative way:

```
import React from "react";
import LottieView from "lottie-react-native";

export default function Animation() {
  return (
    <LottieView source={require("../path/to/animation.json")} autoPlay loop />
  );
}
```



Additionally, there is an imperative API which is sometimes simpler.



```
import React, { useEffect, useRef } from "react";
import LottieView from "lottie-react-native";

export default function AnimationWithImperativeApi() {
  const animationRef = useRef<LottieView>(null);

  useEffect(() => {
    animationRef.current?.play();

    // Or set a specific startFrame and endFrame with:
    animationRef.current?.play(30, 120);
  }, []);

  return (
    <LottieView
      ref={animationRef}
      source={require("../path/to/animation.json")}
    />
  );
}
```

Lottie's animation view can be controlled by either React Native Animated or Reanimated API.



```
import React, { useEffect, useRef, Animated } from "react";
import { Animated, Easing } from "react-native";
import LottieView from "lottie-react-native";

const AnimatedLottieView = Animated.createAnimatedComponent(LottieView);

export default function ControllingAnimationProgress() {
  const animationProgress = useRef(new Animated.Value(0));

  useEffect(() => {
    Animated.timing(animationProgress.current, {
      toValue: 1,
      duration: 5000,
      easing: Easing.linear,
      useNativeDriver: false,
    }).start();
  }, []);

  return (
    <AnimatedLottieView
      source={require("../path/to/animation.json")}
      progress={animationProgress.current}
    />
  );
}
```

```
);  
}
```

Changing color of layers:

NOTE: This feature may not work properly on Android. We will try fix it soon.

```
import React from "react";  
import LottieView from "lottie-react-native";  
  
export default function ChangingColorOfLayers() {  
  return (  
    <LottieView  
      source={require("../path/to/animation.json")}  
      colorFilters={[  
        {  
          keypath: "button",  
          color: "#F00000",  
        },  
        {  
          keypath: "Sending Loader",  
          color: "#F00000",  
        },  
      ]}  
      autoPlay  
      loop  
    />  
  );  
}
```



## If you want to use .lottie files

You need to modify your `metro.config.js` file accordingly by adding `lottie` extension to the `assetExts` array:

```
const { getDefaultConfig, mergeConfig } = require("@react-native/metro-config")  
  
const defaultConfig = getDefaultConfig(__dirname);  
  
/**  
 * Metro configuration  
 * https://facebook.github.io/metro/docs/configuration  
 *  
 * @type {import('metro-config').MetroConfig}  
 */
```



```
const config = {
  resolver: {
    assetExts: [...defaultConfig.resolver.assetExts, "lottie"],
  },
};

module.exports = mergeConfig(getDefaultConfig(__dirname), config);
```

## Setup jest for dotLottie files

Create a file in the following path `__mocks__/lottieMock.js` and add the following code:

```
module.exports = "lottie-test-file-stub";
```



Then add the following to your `jest.config.js` file:

```
module.exports = {
  ...
  moduleNameMapper: {
    ...
    '\\.(lottie)$': '<rootDir>/jest/__mocks__/lottieMock.js',
  },
  ...
}
```



## API

You can find the full list of props and methods available in our [API document](#). These are the most common ones:

Prop	Description	Default
source	<b>Mandatory</b> - The source of animation. Can be referenced as a local asset by a string, or remotely with an object with a <code>uri</code> property, or it can be an actual JS object of an animation, obtained (for example) with something like <code>require('../path/to/animation.json')</code> .	<i>None</i>
style	Style attributes for the view, as expected in a standard <a href="#">View</a> .	You need to set it

Prop	Description	Default
		manually. Refer to this <a href="#">pull request</a> .
loop	A boolean flag indicating whether or not the animation should loop.	true
autoPlay	A boolean flag indicating whether or not the animation should start automatically when mounted. This only affects the imperative API.	false
colorFilters	An array of objects denoting layers by KeyPath and a new color filter value (as hex string).	[]

[More...](#)

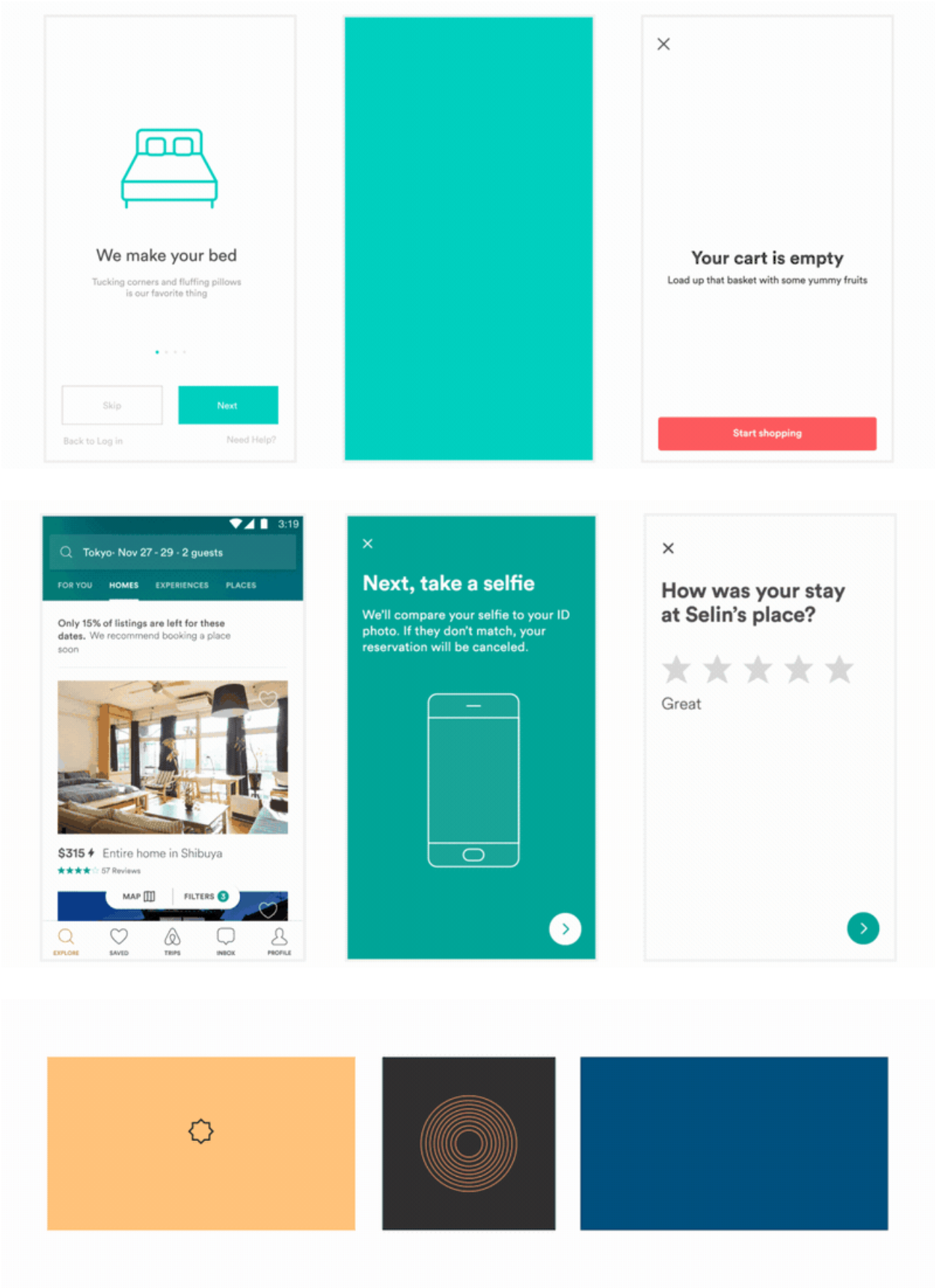
## Troubleshooting

Not all After Effects features are supported by Lottie. If you notice there are some layers or animations missing check [this list](#) to ensure they are supported.

## More

View more documentation, FAQ, help, examples, and more at [airbnb.io/lottie](https://airbnb.io/lottie)





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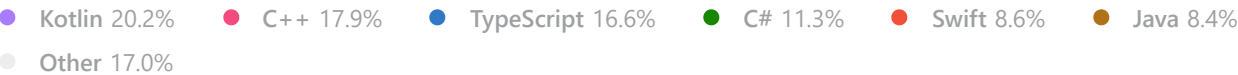
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