Animation Utilities

💬 Non-Visible component

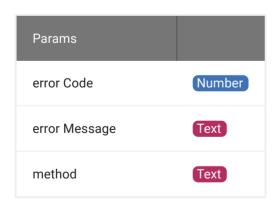| Category	Requires	Version
Utilities	API 19, Android 4.4 - 4.4.4 KitKat	1

Overview

A non-visible component with which other components can be animated.

Events

Error

This event is triggered when there was a error catched. Possible values for the error code and method: 1 'GetLeftPosition', 2 'GetTopPosition', 3 'GetRightPosition', 4 'GetBottomPosition', 5 'GetXPosition', 6 'GetYPosition', 7 'Rotation', 8 'BounceHorizontal', 9 'BounceVertical', 10 'OvershootHorizontal', 11 'OvershootVertical', 12 'Zoom'. The error message will return you the error reason.

Params	
error Code	Number
error Message	Text
method	Text

Methods

Bounce Horizontal

Start a horizontal bounce animation. The duration is set in millisecond. Use as example for 1 second '1000'.

Params	
component	Component
start Position	Number
end Position	Number
duration	Number

Bounce Vertical

Start a vertical bounce animation. The duration is set in millisecond. Use as example for 1 second '1000'.

Params	
component	Component
start Position	Number
end Position	Number
duration	Number

Get Bottom Position

Returns: *Number*

Returns the bottom position of a component. It will return '-9999' if there was a error.

Params	
component	Component

Get Left Position

Returns: *Number*

Returns the left position of a component. It will return '-9999' if there was a error.

Params	
component	Component

Get Right Position

Returns: *Number*

Returns the right position of a component. It will return '-9999' if there was a error.

Params	
component	Component

Get Top Position

Returns: *Number*

Returns the top position of a component. It will return '-9999' if there was a error.

Params	
component	Component

Get X Position

Returns: *Number*

Returns the x position of a component. It will return '-9999' if there was a error.

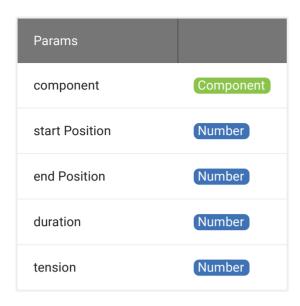| Params	
component	Component

Get Y Position

Returns: *Number*

Returns the y position of a component. It will return '-9999' if there was a error.

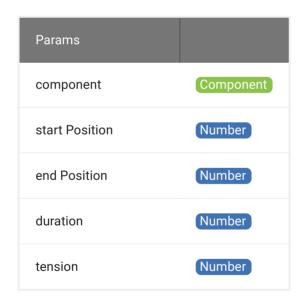| Params	
component	Component

Overshoot Horizontal

Start a horizontal overshoot animation. If 'tension' is set to 0 you will not see a overshoot animation. Then you will see just a simple deceleration animation. The duration is set in millisecond. Use as example for 1 second '1000'.

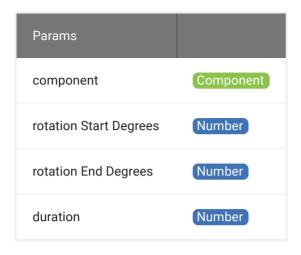| Params	
component	Component
start Position	Number
end Position	Number
duration	Number
tension	Number

Overshoot Vertical

Start a vertical overshoot animation. If 'tension' is set to 0 you will not see a overshoot animation. Then you will see just a simple deceleration animation. The duration is set in millisecond. Use as example for 1 second '1000'.

Params	
component	Component
start Position	Number
end Position	Number
duration	Number
tension	Number

Rotation

Start a rotation on any component. Use as example in 'rotation Start Degrees' 0, in 'rotation End Degrees' 360 and in 'duration' 300 (millisecond) to run a clockwise, 360 degress animation. You can also use negative numbers for the degress.

Params	
component	Component
rotation Start Degrees	Number
rotation End Degrees	Number
duration	Number

Zoom

Start a zoom animation. 'tension' is set to 0 you will not see a overshoot animation. Then you will see just a simple deceleration animation. The duration is set in millisecond. Use as example for 1 second '1000'.

Params	
component	Component
start Scale	Number
end Scale	Number
duration	Number

Last update: January 26, 2020