UIDynamicAnimatorDelegate Protocol Reference

Developer

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UIDynamicAnimatorDelegate Protocol Reference

Conforms to	NSObject
Framework	/System/Library/Frameworks/UIKit.framework
Availability	Available in iOS 7.0 and later.
Declared in	UIDynamicAnimator.h

Overview

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To respond to the pausing or resumption of UIKit dynamic animation, configure a custom class to adopt the `UIDynamicAnimatorDelegate` protocol. Then, in a dynamic animator (an instance of the `UIDynamicAnimator` class), set the delegate to be an instance of your custom class.

Tasks

Responding to Animation Pausing and Resumption

– `dynamicAnimatorDidPause:` (page 4) *required method*

Called when a dynamic animator pauses the animations for its behaviors' associated dynamic items. (required)

– `dynamicAnimatorWillResume:` (page 4) *required method*

Called when a dynamic animator is about to resume the animations for its behaviors' associated dynamic items. (required)

Instance Methods

dynamicAnimatorDidPause:

Called when a dynamic animator pauses the animations for its behaviors' associated dynamic items. (required)

```
– (void)dynamicAnimatorDidPause:(UIDynamicAnimator *)animator
```

Parameters

`animator`

The dynamic animator that paused its animation.

Availability

Available in iOS 7.0 and later.

Declared in

`UIDynamicAnimator.h`

dynamicAnimatorWillResume:

Called when a dynamic animator is about to resume the animations for its behaviors' associated dynamic items. (required)

```
– (void)dynamicAnimatorWillResume:(UIDynamicAnimator *)animator
```

Parameters

`animator`

The dynamic animator that is about to resume animation.

Availability

Available in iOS 7.0 and later.

Declared in

`UIDynamicAnimator.h`

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Document Revision History

This table describes the changes to *UIDynamicAnimatorDelegate Protocol Reference*.

Date	Notes
2013-06-10	New document that describes the interface for responding to the pausing or resumption of a dynamic animator.

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