

IOS10-属性动画器

1. 简述：iOS10 新增动画 API—UIViewPropertyAnimator，通过该动画器生成的动画可以控制开始、暂停、继续和停止，特点如下：

(1) 可中断 (2) 可擦除 (3) 可反转 (4) 丰富的动画时间控制功能

2. 实例

```
@interface ViewController ()

@property (weak, nonatomic) IBOutlet UIView *animatedView;
@property (strong, nonatomic) UIViewPropertyAnimator *animator;

@end

@implementation ViewController

- (void)viewDidLoad {
    [super viewDidLoad];
    __weak typeof(self) weakSelf = self;
    //初始化一个属性动画器
    _animator = [[UIViewPropertyAnimator alloc] initWithDuration:4 curve:UIViewAnimationCurveLinear animations:^(
        weakSelf.animatedView.bounds = CGRectMake(0, 0, 200, 200);
    )];
    // Do any additional setup after loading the view, typically from a nib.
}

- (IBAction)onClickStartAnimating:(id)sender {
    [_animator startAnimation];
}

- (IBAction)onClickPauseAnimating:(id)sender {
    [_animator pauseAnimation];
}

- (IBAction)onClickContinueAnimating:(id)sender {
    UISpringTimingParameters *sp = [[UISpringTimingParameters alloc] initWithDampingRatio:0.6]; //弹簧阻尼系数
    //    UICubicTimingParameters *sp1 = [[UICubicTimingParameters alloc] initWithAnimationCurve:UIViewAnimationCurveLinear];
    [_animator continueAnimationWithTimingParameters:sp durationFactor:0];
}

- (IBAction)onClickStopAnimating:(id)sender {
    [_animator stopAnimation:NO]; //当前动画器是否不需结束，YES则animator马上销毁，No则进入stop状态，等待调用下面方法
    //    确定结束位置
    [_animator finishAnimationAtPosition:UIViewAnimatingPositionEnd];
}
```