Progressions

Progressions are used by effects to control the way something changes over time. For example, if you controlled movement using a linear progression, the velocity of the object would be the same over the course of the entire transition. If you controlled scaling using a "SmoothStop" progression, the scale would initially be changing quickly, but the rate of change would slow to a halt by the end of the transition.

Frog comes with a set of progressions that are available in all projects, but individual projects can register additional types through the ProgressionManager.

- Linear : The rate of change is constant.
- Smooth : Change begins and ends gradually with the fastest changes happening in the middle.
- SmoothStart : Change begins slowly with the fastest changes happening at the end.
- SmoothStop : Changes initially happen quickly, but this slows to a stop by the end.

TimedTransitionLinear2D

TimedTransitionLinear2D manages linear, 2D transitions. Its parameters come from JSON objects, so artists and scripters can control the animation. Starting and ending values can be given for position, scale, rotation, and color. You can also specify an independent progression for each.

- StartDelay : Number of milliseconds before changes start happening. (Default: 0)
- Duration : Number of milliseconds over which the changes take place. This excludes the starting delay. (Default: 1000)
- ColorBegin : Initial color. (Default: "255|255|255|255" (opaque white))
- ColorEnd : Final color. (Default: "255|255|255|255" (opaque white))
- ColorProgression : Progression to use for the color's transition. (Default: "Linear")
- PositionBegin : Initial position. (Default: "0|0")
- PositionEnd : Final position. (Default: "0|0")
- PositionProgression : Progression to use for the position's transition. (Default: "Linear")
- RotationBegin : Initial rotation in degrees. (Default: 0)
- RotationEnd : Final rotation in degrees. (Default: 0)
- RotationProgression : Progression to use for the rotation's transition. (Default: "Linear")
- ScaleBegin : Initial scale. (Default: "1|1")
- ScaleEnd : Final scale. (Default: "1|1")
- ScaleProgression : Progression to use for the scale's transition. (Default: "Linear")