



# FlyToInterpolator

Performs "fly to" style interpolation between two geospatial view states. Implements [TransitionInterpolator](#).

See [View State Transitions](#) for usage examples.

## Constructor

```
import {FlyToInterpolator} from '@deck.gl/core';

new FlyToInterpolator({speed: 2});
```

Parameters:

- options (Object)
  - `curve` (Number, optional) - The zooming "curve" that will occur along the flight path. Default `1.414`.
  - `speed` (Number, optional) - The average speed of the animation defined in relation to `options.curve`, it linearly affects the duration, higher speed returns smaller durations and vice versa. Default `1.2`.
  - `screenSpeed` (Number, optional) - The average speed of the animation measured in screenfuls per second. Similar to `speed` it linearly affects the duration, when specified `speed` is ignored.
  - `maxDuration` (Number, optional) - Maximum duration in milliseconds, if calculated duration exceeds this value, `0` is returned.

## Source

[modules/core/src/transitions/viewport-fly-to-interpolator.ts](#)



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