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M4Q Animation

Use m4q animation to animate HTMLElements.

About

The `m4q` contains functions to animate HTML elements. Animate function used `requestAnimationFrame` method to executing animation rules.

Animation

To animate element, you can use `$.animate` function. Global function receive next arguments:

```
$.animate(element, draw, duration, timing, callback);
```

- **element** - HTMLElement
- **draw** - function or object of properties to animate
- **duration** - animation duration
- **timing** - easing function name to calculate timing
- **callback** - callback function for executing after animation is done

Draw function

Using the function gives you more control over what happens during the animation. Function receive two arguments: `normalized timing` and `timing with apply easing`.

Normalized timing has value from 0 to 1. Timing with easing has value from 0 to 1 multiplied by the value of the easing function.

Go



```
var el = $("#dc-1, #dc-2");
var startPos = parseInt(el.style("left"));
var maxLeft = startPos === 0 ? el.parent().width() - 62 : 0;
var delta = maxLeft - startPos;

btn.disabled = true;

$.each(el, function() {
  var element = this;
  $.animate(element, function(t, p) {

    var m = $(element).id() === 'dc-1' ? t : p;
    $(element).css("left", startPos + (delta * m) + "px");

  }, 3000, "easeInOutBounce", function() {
    btn.disabled = false;
  });
});
```

Draw object

You can use a plane object for setup animation rules. If you use an object, you must define end value for each property, which is going to animate.

Go



```
var el = $("#demo-cube-2");
var startPos = parseInt(el.style("left"));
var maxLeft = startPos === 0 ? el.parent().width() - 62 : 0;

btn.disabled = true;

$.animate(el, {
  left: maxLeft
}, 3000, function(){
  btn.disabled = false;
});
```

Animate elements set

You can animate elements set. To animate elements set, you must use set animate function to animate elements set - `$(selector).animate(...)`

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Utilities

Animations

Additional

Go

```
var el = $(".c1, .c2, .c3");
var startPos = parseInt(el.style("left"));
var maxLeft = startPos === 0 ? el.parent().width() - 62 : 0;

btn.disabled = true;

el.animate({
  left: maxLeft
}, 3000, function() {
  btn.disabled = false;
});
```

Stopping animation

You can stop animation with special method `$(selector).stop([complete])` . The `complete` optional argument must be boolean and guarantee the end of the animation when `true` .

Go

Stop

Stop and complete

Easing function for timing

Thanks to [Andrew Ray](#) for [easing utils](#)

Easing can really bring life to an effect. Easing controls how an animation progresses over time by manipulating its acceleration. Easing can be applied when using the `m4q.animate()` method.

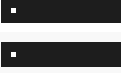
The default easing function is `linear` .

Func name	Demo
linear	<div></div>
easeInQuad	<div></div>
easeOutQuad	<div></div>
easeInOutQuad	<div></div>
easeInCubic	<div></div>
easeOutCubic	<div></div>
easeInOutCubic	<div></div>
easeInQuart	<div></div>
easeOutQuart	<div></div>
easeInOutQuart	<div></div>
easeInQuint	<div></div>
easeOutQuint	<div></div>
easeInOutQuint	<div></div>
easeInSine	<div></div>
easeOutSine	<div></div>
easeInOutSine	<div></div>
easeInExpo	<div></div>
easeOutExpo	<div></div>
easeInOutExpo	<div></div>
easeInCirc	<div></div>
easeOutCirc	<div></div>
easeInOutCirc	<div></div>
easeInElastic	<div></div>
easeOutElastic	<div></div>
easeInOutElastic	<div></div>
easeInBack	<div></div>
easeOutBack	<div></div>
easeInOutBack	<div></div>
easeInBounce	<div></div>

Func name

Demo

easeOutBounce



easeInOutBounce

