FLEX - ANIMATEPROPERTIES EFFECT

http://www.tutorialspoint.com/flex/flex_animate_effect.htm

Introduction

This Animate effect animates an arbitrary set of properties between values. Specify the properties and values to animate by setting the motionPaths property.

Class declaration

Following is the declaration for **spark.effects.Animate** class:

```
public class Animate
   extends Effect
```

Public properties

S.N.	Property & Description
1	**disableLayout : Boolean** If true, the effect disables layout on its targets' parent containers, setting the containers autoLayout property to false, and also disables any layout constraints on the target objects.
2	**easer : IEaser** The easing behavior for this effect.
3	**interpolator : IInterpolator** The interpolator used by this effect to calculate values between the start and end values of a property.
4	**motionPaths : Vector.<MotionPath>** A Vector of MotionPath objects, each of which holds the name of a property being animated and the values that the property takes during the animation.
5	**repeatBehavior : String** The behavior of a repeating effect, which means an effect with repeatCount equal to either 0 or > 1.

Public methods

S.N.	Method & Description
1	**Animate***target*: *Object* = *null*

Constructor.

Events

S.N.	Event & Description
1	**effectRepeat** Dispatched when the effect begins a new repetition, for any effect that is repeated more than once.
2	**effectUpdate** Dispatched every time the effect updates the target.

Methods inherited

This class inherits methods from the following classes:

- mx.effects.Effect
- flash.events.EventDispatcher
- Object

Flex Animate Effect Example

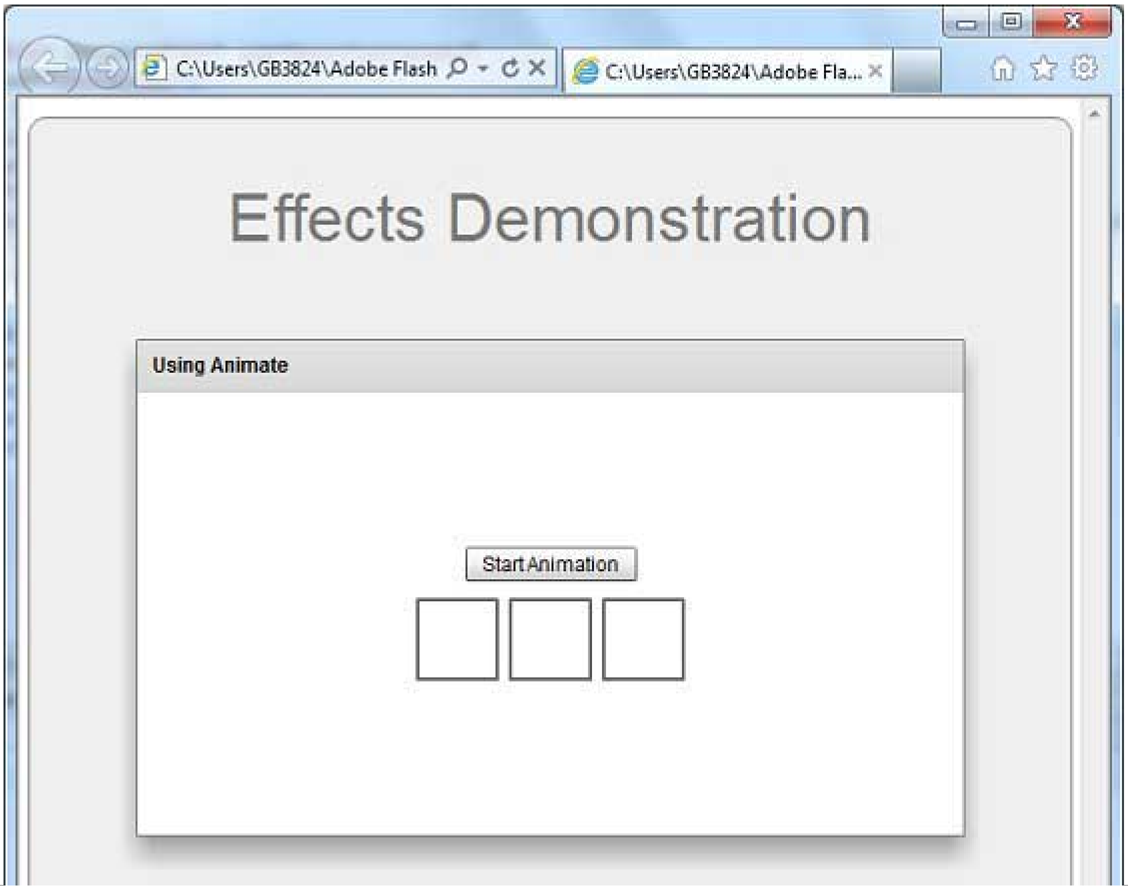
Let us follow the following steps to check usage of Animate Effect in a Flex application by creating a test application:

Step	Description
1	Create a project with a name *HelloWorld* under a package *com.tutorialspoint.client* as explained in the *Flex - Create Application* chapter.
2	Modify *HelloWorld.mxml* as explained below. Keep rest of the files unchanged.
3	Compile and run the application to make sure business logic is working as per the requirements.

Following is the content of the modified mxml file **src/com.tutorialspoint/HelloWorld.mxml**.

```
<?xml version="1.0" encoding="utf-8"?>
<s:Application xmlns:fx="http://ns.adobe.com/mxml/2009"
   xmlns:s="library://ns.adobe.com/flex/spark"
   xmlns:mx="library://ns.adobe.com/flex/mx"
   width="100%" height="100%" minWidth="500" minHeight="500"
   >
   <fx:Style source="/com/tutorialspoint/client/Style.css"/>
   <fx:Script>
      <![CDATA[
         private function applyAnimateProperties():void {
            animateEffect.play();
         }
      ]]>
   </fx:Script>
   <fx:Declarations>
      <s:Animate
         target="{mainHGroup}" >
         <s:SimpleMotionPath valueFrom="1" valueTo="15"
            property="gap" />
         <s:SimpleMotionPath valueFrom="0" valueTo="-50"
            property="z" />
      </s:Animate>
   </fx:Declarations>
   <s:BorderContainer width="630" height="480"
      styleName="container">
      <s:VGroup width="100%" height="100%" gap="50"
         horizontalAlign="center" verticalAlign="middle">
         <s:Label
            fontSize="40" color="0x777777" styleName="heading"/>
            <s:Panel
            width="500" height="300" >
               <s:layout>
                  <s:VerticalLayout  gap="10" verticalAlign="middle"
                     horizontalAlign="center"/>
               </s:layout>
               <s:Button label="Start Animation"
                  click="applyAnimateProperties()"/>
               <s:HGroup >
                  <s:BorderContainer width="50" height="50"
                     borderWeight="2" color="0x323232" />
                  <s:BorderContainer width="50" height="50"
                     borderWeight="2" color="0x323232" />
                  <s:BorderContainer width="50" height="50"
                     borderWeight="2" color="0x323232" />
               </s:HGroup>
            </s:Panel>
       </s:VGroup>
    </s:BorderContainer>
</s:Application>
```

Once you are ready with all the changes done, let us compile and run the application in normal mode as we did in Flex - Create Application chapter. If everything is fine with your application, this will produce following result: [Try it online]


C:\Users\GB3824\Adobe Flash
C:\Users\GB3824\Adobe Fla...
Effects Demonstration
Using Animate
Start Animation