FLEX - MOVE3D EFFECT

Introduction

The Move3D class moves a target object in the x, y, and z dimensions. The x, y, and z property specifications of the Move3D effect specify the change in x, y, and z that should occur to the transform center around which the overall transform effect occurs.

Class declaration

Following is the declaration for **spark.effects.Move3D** class:

```
public class Move3D
   extends AnimateTransform3D
```

Public properties

S.N.	Property & Description
1	**xBy : Number** Number of pixels by which to modify the x position of the target.
2	**xFrom : Number** Initial x position of the target, in pixels.
3	**xTo : Number** Final x, in pixels.
4	**yBy : Number** Number of pixels by which to modify the y position of the target.
5	**yFrom : Number** Initial y position of the target, in pixels.
6	**yTo : Number** Final y position of the target, in pixels.
7	**zBy : Number** Number of pixels by which to modify the z position of the target.
8	**zFrom : Number**

Initial z position of the target.

9

zTo : Number

Final z position of the target.

Public methods

S.N.	Method & Description
1	**Move3D***target*: *Object* = *null* Constructor.

Methods inherited

This class inherits methods from the following classes:

- spark.effects.AnimateTransform3D
- spark.effects.AnimateTransform
- spark.effects.Animate
- mx.effects.Effect
- flash.events.EventDispatcher
- Object

Flex Move3D Effect Example

Let us follow the following steps to check usage of Move3D 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 applyMoveProperties():void {
               moveEffect.play();
            }
         ]]>
      </fx:Script>
      <fx:Declarations>
         <s:Move3D
            xFrom="{imageFlex.x}" xBy="{Number(moveX.text)}"
            yFrom="{imageFlex.y}" yBy="{Number(moveY.text)}"
            zFrom="{imageFlex.z}" zBy="{Number(moveZ.text)}" />
      </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:HorizontalLayout  gap="10" verticalAlign="middle"
                        horizontalAlign="center"/>
                  </s:layout>
                  <s:VGroup top="10" left="15">
                     <s:HGroup verticalAlign="middle">
                        <s:Label text="Move By X:" width="70"/>
                        <s:TextInput />
                     </s:HGroup>
                     <s:HGroup verticalAlign="middle">
                        <s:Label text="Move By Y:" width="70"/>
                        <s:TextInput />
                     </s:HGroup>
                     <s:HGroup verticalAlign="middle">
                        <s:Label text="Move By Z:" width="70"/>
                        <s:TextInput />
                     </s:HGroup>
                     <s:Button label="Apply Properties"
                        click="applyMoveProperties()"/>
                  </s:VGroup>
                  <s:Image
                     source="http://www.tutorialspoint.com/images/flex-mini.png"/>
               </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]