FLEX - ROTATE3D EFFECT

Introduction

The Rotate3D class rotate a target object in three dimensions around the x, y, or z axes. The rotation occurs around the transform center of the target.

Class declaration

Following is the declaration for **spark.effects.Rotate3D** class:

```
public class Rotate3D
   extends AnimateTransform3D
```

Public properties

S.N.	Property & Description
1	**angleXFrom : Number** The starting angle of rotation of the target object around the x axis, expressed in degrees.
2	**angleXTo : Number** The ending angle of rotation of the target object around the x axis, expressed in degrees.
3	**angleYFrom : Number** The starting angle of rotation of the target object around the y axis, expressed in degrees.
4	**angleYTo : Number** The ending angle of rotation of the target object around the y axis, expressed in degrees.
5	**angleZFrom : Number** The starting angle of rotation of the target object around the z axis, expressed in degrees.
6	**angleZTo : Number** The ending angle of rotation of the target object around the z axis, expressed in degrees.

Public methods

S.N.	Method & Description

1

Rotate3D*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 Rotate3D Effect Example

Let us follow the following steps to check usage of Rotate3D 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 applyRotateProperties():void {
            rotateEffect.play();
         }
      ]]>
   </fx:Script>
   <fx:Declarations>
   <s:Rotate3D
      angleXFrom="0.0" angleXTo="{Number(rotateX.text)}"
      angleYFrom="0.0" angleYTo="{Number(rotateY.text)}"
      angleZFrom="0.0" angleZTo="{Number(rotateZ.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="Rotate By X:" width="70"/>
                     <s:TextInput />
                  </s:HGroup>
                  <s:HGroup verticalAlign="middle">
                     <s:Label text="Rotate By Y:" width="70"/>
                     <s:TextInput />
                  </s:HGroup>
                  <s:HGroup verticalAlign="middle">
                     <s:Label text="Rotate By Z:" width="70"/>
                     <s:TextInput />
                  </s:HGroup>
                  <s:Button label="Apply Properties"
                     click="applyRotateProperties()"/>
               </s:VGroup>
               <s:Image
                  source="http://www.tutorialspoint.com/images/flex-mini.png"
                  height="200" width="200"/>
            </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]