

FLEX - SCALE3D EFFECT

http://www.tutorialspoint.com/flex/flex_scale3d_effect.htm

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Introduction

The Scale3D class scales a target object in three dimensions around the transform center. A scale of 2.0 means the object is magnified by a factor of 2, and a scale of 0.5 means the object is reduced by a factor of 2.

Class declaration

Following is the declaration for **spark.effects.Scale3D** class:

```
public class Scale3D
    extends AnimateTransform3D
```

Public properties

S.N.	Property & Description
1	scaleXBy : Number The factor by which to scale the object in the x direction.
2	scaleXFrom : Number The starting scale factor in the x direction.
3	scaleXTo : Number The ending scale factor in the x direction.
4	scaleYBy : Number The factor by which to scale the object in the y direction.
5	scaleYFrom : Number The starting scale factor in the y direction.
6	scaleYTo : Number The ending scale factor in the y direction.
7	scaleZBy : Number The factor by which to scale the object in the z direction.
8	scaleZFrom : Number

The starting scale factor in the z direction.

9

scaleZTo : Number

The ending scale factor in the z direction.

Public methods

S.N.	Method & Description
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1	Scale3D <i>target: Object = null</i> Constructor.
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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 Scale3D Effect Example

Let us follow the following steps to check usage of Scale3D Effect in a Flex application by creating a test application:

Step	Description
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- | | |
|---|---|
| 1 | Create a project with a name <i>HelloWorld</i> under a package <i>com.tutorialspoint.client</i> as explained in the <i>Flex - Create Application</i> chapter. |
| 2 | Modify <i>HelloWorld.mxml</i> 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**.

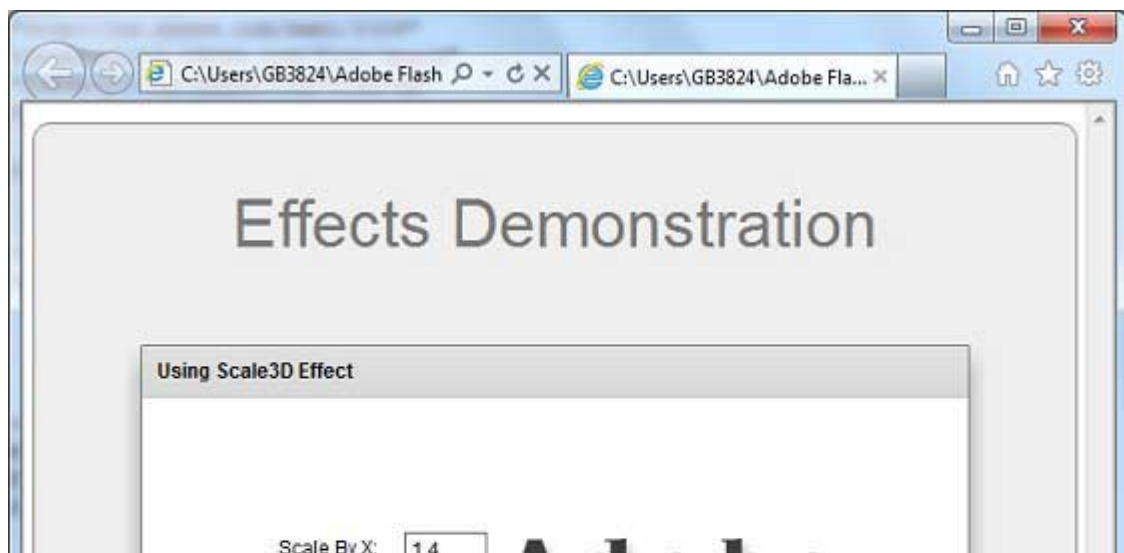
```
<?xml version="1.0" encoding="utf-8"?>
<s:Application xmlns:fx="http://ns.adobe.com/mxml/2009"
    xmlns:s="library://ns.adobe.com/flex/spark"
    xmlns:mx="library://ns.adobe.com/flex/mx"
    width="100%" height="100%" minWidth="500" minHeight="500"
    >
    <fx:Style source="/com/tutorialspoint/client/Style.css"/>
    <fx:Script>
        <![CDATA[
```

```

        private function applyScaleProperties():void {
            scaleEffect.play();
        }
    ]]>
</fx:Script>
<fx:Declarations>
    <s:Scale3D
        scaleXFrom="1.0" scaleXTo="{Number(scalingX.text)}"
        scaleYFrom="1.0" scaleYTo="{Number(scalingY.text)}"
        scaleZFrom="1.0" scaleZTo="{Number(scalingZ.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="Scale By X:" width="70"/>
                    <s:TextInput />
                </s:HGroup>
                <s:HGroup verticalAlign="middle">
                    <s:Label text="Scale By Y:" width="70"/>
                    <s:TextInput />
                </s:HGroup>
                <s:HGroup verticalAlign="middle">
                    <s:Label text="Scale By Z:" width="70"/>
                    <s:TextInput />
                </s:HGroup>
                <s:Button label="Apply Properties"
                    click="applyScaleProperties()"/>
            </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](#)]



Scale By Y:

Scale By Z:

A d o b e
Flex

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