

FLEX - VISUAL EFFECTS

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

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We can add behaviour to flex application using concept of Effects. For example, when a text box get focus, we can make its text become bolder and make its size slight bigger.

Every Effect inherits properties from Effect class which in turn inherits properties from EventDispatcher and other top level classes.

S.N. Effect & Description

1

[Flex Effect Class](#)

The Effect class is an abstract base class that defines the basic functionality of all Flex effects. This class defines the base factory class for all effects.

Basic Effects

Following are few important *Basic Visual Effects*:

S.N. Effect & Description

1

[Fade](#)

The Fade effect animates the alpha property of a component.

2

[WipeLeft](#)

The WipeLeft class defines a wipe left effect.

3

[WipeRight](#)

The WipeRight class defines a wipe right effect.

4

[Move3D](#)

The Move3D class moves a target object in the x, y, and z dimensions.

5

[Scale3D](#)

The Scale3D class scales a target object in three dimensions around the transform center.

6

[Rotate3D](#)

The Rotate3D class rotate a target object in three dimensions around the x, y, or z axes.

7

[Animate](#)

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