

FLEX - WIPERIGHT EFFECT

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

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Introduction

The WipeRight class defines a wipe right effect. The before or after state of the component must be invisible.

Class declaration

Following is the declaration for **mx.effects.WipeRight** class:

```
public class WipeRight
    extends MaskEffects
```

Public methods

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

Methods inherited

This class inherits methods from the following classes:

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

Flex WipeRight Effect Example

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

Step	Description
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[
        protected function btnWipeRight_clickHandler
            (event:MouseEvent):void {
            imageFlex.visible = true;
        }
    ]]>
</fx:Script>
<fx:Declarations>
    <mx:WipeRight />
</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" includeInLayout="true" visible="true">
            <s:layout>
                <s:VerticalLayout gap="10" verticalAlign="middle"
                    horizontalAlign="center"/>
            </s:layout>
            <mx:Image
                source="http://www.tutorialspoint.com/images/flex-mini.png"
                showEffect="{wipeRight}" />
            <s:Button
                click="btnWipeRight_clickHandler(event)"/>
            </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](#)]



