

See Also

[GraffitiAnimatorObject](#)
[GraffitiAnimatorOperation](#)
[GraffitiAnimatorKeyframe](#)
[GraffitiAnimatorControl](#)

Enumerations

Name	Values
Easings	Linear
	QuadIn
	QuadOut
	QuadInOut
	CubicIn
	CubicOut
	CubicInOut
	QuartIn
	QuartOut
	QuartInOut
	QuintIn
	QuintOut
	QuintInOut
	SineIn
	SineOut
	SineInOut
	ExpoIn
	ExpoOut
	ExpoInOut
	CircIn
	CircOut
	CircInOut
	ElasticIn
	ElasticOut
	ElasticInOut
	BackIn
	BackOut
BackInOut	
BounceIn	
BounceOut	
BounceInOut	
States	Idle
	Running

Constants

Name	Type	Value
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This class exposes no constants.

Events

Definition	Description
AnimationComplete(animOp as GraffitiAnimatorOperation)	Raised when the provided animation operation has fully completed.
AnimationProgress(animOp as GraffitiAnimatorOperation, timePercent as Double, newValue as Double)	Raised as the animation operation progresses.
AnimationStart(animOp as GraffitiAnimatorOperation)	Raised when the provided animation operation has begun.
AtKeyframe(keyframe as GraffitiAnimatorKeyframe)	Raised when the animator hits the specified keyframe.

Methods

Definition	Description
AddAnimation(animOp as GraffitiAnimatorOperation)	Adds an animation operation to the stack.
AddKeyframe(NewKeyframe as GraffitiAnimatorKeyframe = Nil)	Adds a keyframe to the stack.
Cancel(animOp as GraffitiAnimatorOperation)	Cancels the specified animation operation.
Cancel(opName as String, inCurrentFrame as Boolean = True)	
NextKeyframe()	Completes all animations in the current keyframe and moves immediately to the next.
Operation(index as Integer) as GraffitiAnimatorOperation	Returns the operation object at the specified index.
OperationCount(inCurrentKeyframe as Boolean = False)	Returns a count of all operation object. When inCurrentKeyframe is True, only the current keyframe segment of the stack will be searched.
Play()	Begin animation stack.
Stop()	Immediately complete all animations.

Properties

Name	Type	Default Value	Description
PreserveTimes	Boolean	True	If True, animation operations that counter currently added operations will preserve the original length. A keyframe separation cancels this effect.
State	GraffitiAnimator.States	Idle	The current running status of the animator.

Examples

This class currently has no examples.

Notes

This class currently has no notes.

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