See Also

This class has no related objects.

Enumerations

Name	Values

This class exposes no enumerations.

Constants

Name	Type	Value

This class exposes no constants.

Events

Definition	Description

This class exposes no events.

Delegates

Definition
AtKeyframe(currentKeyframe as GraffitiAnimatorKeyframe)
AnimationComplete()
AnimationProgress(animControl as GraffitiAnimatorControl, animOp as GraffitiAnimatorOperation, newValue as Double)

Methods

Definition	Description
AddKeyframe(Name as String, waitTime as Integer = 0) as GraffitiAnimatorControl	Adds a new keyframe.
AddKeyframe(newKeyframe as GraffitiAnimatorKeyframe) as GraffitiAnimatorControl	
AddKeyframe(waitTime as Integer = 0) as GraffitiAnimatorControl	
AddOperation(animOp as GraffitiAnimatorOperation) as GraffitiAnimatorControl	Adds a new animation operation to the stack.
Constructor(Target as RectControl)	Instantiates a new instance of the class.
Move(newLeft as Double, newTop as Double, animationLength as Integer, easing as GraffitiAnimator.Easings) as GraffitiAnimatorControl	Moves the control to the specified position.
OnComplete(finishFunction as AnimationComplete)	Invokes the provided delegate when all animation has completed.

Definition	Description
OnKeyframe(keyframeFunction as AtKeyframe)	Invokes the provided delegate when the animation encounters a keyframe.
OnProgress(changeFunction as AnimationProgress)	Invokes the provided delegate as animation operations progress.
Play(DestroyWhenComplete as Boolean = True)	Plays the provided animation stack, optionally destructs itself when complete.
Resize(newWidth as Double, newHeight as Double, animationLength as Integer, easing as GraffitiAnimator.Easings)	Resizes the RectControl using the specified values.
Shake(numberOfShakes as Integer = 5, deltaX as Integer = 5, deltaY as Integer = 0, animationLength as Integer = 800)	Causes the RectControl to shake violently along the X-axis.
Stop() as GraffitiAnimatorControl	Cancels all running animations and immediately applies the requested end values for those operations.

Properties

Name	Type	Default Value	Description
State	GraffitiAnimator.States	Idle	The current running state of the animator.
Target	RectControl	Nil	The UI element to be animated.

Examples

Chaining

This class was developed to make animation chaining simple for enthralling UI animations. Below is an example directly from the demo project that demonstrates how this is done. Me is a PushButton:

```
'// This is meant to show you how to use animation
'   chaining with a dynamically created object.
'   It makes use of Delegates for callbacks when
'   keyframes are reached or when the animation
'   chain is complete. Play() should always be the
'   the last command.

dim animControl as new GraffitiAnimatorControl( me )

Call animControl._
AddOperation( new GraffitiAnimatorOperation( "textsize", me.TextSize,
me.TextSize * 2, 1000, GraffitiAnimator.Easings.BounceOut ) )._
Move( me.Left, 52, 1000, GraffitiAnimator.Easings.BounceOut )

Call animControl._
AddKeyframe( "MidBounce", 1000 )._
AddOperation( new GraffitiAnimatorOperation( "textsize", me.TextSize * 2,
me.TextSize, 1000, GraffitiAnimator.Easings.BounceOut ) )._
Move( me.Left, 3, 1000, GraffitiAnimator.Easings.BounceOut )
```

```
Call animControl._
AddKeyframe( "BeforeResize", 0 )._
Resize( me.Width * 2, me.Height, 1000, GraffitiAnimator.Easings.ElasticOut
)._
Move( me.Left - (me.Width / 2), me.Top, 1000,
GraffitiAnimator.Easings.ElasticOut )._
Play()

Call animControl._
AddKeyframe( "MidResize", 1000 )._
Resize( me.Width, me.Height, 1000, GraffitiAnimator.Easings.ElasticOut )._
Move( me.Left, me.Top, 1000, GraffitiAnimator.Easings.ElasticOut )._
Play()

call animControl._
OnProgress( GraffitiAnimatorControl.AnimationProgress( WeakAddressOf
bounceProgress ) )._
OnKeyframe( GraffitiAnimatorControl.AtKeyframe( WeakAddressOf bounceKeyframe
) )._
OnComplete( GraffitiAnimatorControl.AnimationComplete( WeakAddressOf
bounceFinished ) )._
Play( True )
```

Notes

This class currently has no notes.

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