

CAPH.WUI.ANI.ANIFACTORY

AniFactory represents a static interface for creating different types of animation, and lets user decides which type of animation to instantiate. Six basic types of animation and the 'sync' animation are supported by the factory.

Contents

Methods

[createSyncAnimation](#)

[createAnimation](#)

Methods

createSyncAnimation

Description

AniFactory 'createSync Animation' method allows you to create an instance of SyncAnimation.

Parameters

- obj
 - Object
 - A widget created by user.
- argsArr (Optional)
 - Array
 - Each element of the array, is an object. The object includes some basic properties.
- type
 - Object
 - The options are composed of some basic properties of syncAnimation.

Return

- Object
 - The instance of SyncAnimation, be equivalent to the statement below
 - var sync = new SyncAnimation(obj, args, opt);.

Emulator Support

Y

SDK Constraint

none

Example

```
var AniFactory = caph.wui.ani.AniFactory;
var Box = caph.wui.widget.Box;
var widget = new Box({
  frame: {
    width: 100,
    height: 100
  }
});

AniFactory.createSyncAnimation(widget,
  [{ type: 'transfer', z: -590 }, { type: 'scale', x: 140, y: 6 }],
  { duration: 2000 });
```

createAnimation

Description

AniFactory 'createAnimation' method allows you to create one of the six basic types of animation.

Parameters	<ul style="list-style-type: none"> ■type <ul style="list-style-type: none"> - String - It means common animation type, could be set as one of values <ul style="list-style-type: none"> * 'fade', 'transfer', 'rotate', 'bounce', 'scale', 'flip', 'syncanim' ■obj <ul style="list-style-type: none"> - Object - A widget created by user. ■opt <ul style="list-style-type: none"> - Object - The options used for describing animation. Refer to the class of each type of animation for more details of the properties defined in the options.
Return	<ul style="list-style-type: none"> ■Object <ul style="list-style-type: none"> - The instance of animation whose type is assigned by user - e.g. return an instance of FadeAnimation, be equivalent to the statement <ul style="list-style-type: none"> * var fade = new FadeAnimation(obj, opt);
Emulator Support	Y
SDK Constraint	none

Example

```
var AniFactory = caph.wui.ani.AniFactory;
var Box = caph.wui.widget.Box;

var aniFactory = new AniFactory();
var widget = new Box();

var bounceOpt = {direction:'up', times: 10, duration:2000, distance: 100};
aniFactory.createAnimation("bounce", widget, {bounceOpt});
```

createAnimation

Description

AniFactory'createAnimation' method allows you to create one of the six basic types of animation.

Parameters	<ul style="list-style-type: none"> ■type <ul style="list-style-type: none"> - String - It means common animation type, could be set as one of values below: <ul style="list-style-type: none"> * 'fade', 'transfer', 'rotate', 'bounce', 'scale', 'flip', 'syncanim' ■obj <ul style="list-style-type: none"> - Object - A widget created by user. ■opt <ul style="list-style-type: none"> - Object - The options used for describing animation. Refer to the class of each type of animation for more details of the properties defined in the options.
Return	<ul style="list-style-type: none"> ■Object <ul style="list-style-type: none"> - The instance of animation whose type is assigned by user - e.g. return an instance of FadeAnimation, be equivalent to the statement below <ul style="list-style-type: none"> * var fade = new FadeAnimation(obj, opt);
Emulator Support	Y
SDK Constraint	none

Example

```
var AniFactory = caph.wui.ani.AniFactory;
var Box = caph.wui.widget.Box;
var widget = new Box({
  frame: {
    width: 100,
    height: 100
  }
});

var bounceOpt = {direction:'up', times: 10, duration:2000, distance: 100};
AniFactory.createAnimation("bounce", widget, bounceOpt);
```