

CAPH.WUI.ANI.SYNCANIMATION

SyncAnimation represents a type of animation that contains one or more basic types of animation(a batch of animations), the different types of basic animation would perform on the same widget which is preset. It is often used in the scenario that multiple animations are needed on a widget.

Contents

Constructor

SyncAnimation

Methods

add

getList

remove

SyncAnimation

clone

equals

Constructor

SyncAnimation

Description

Create a 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.
Emulator Support	Y	
SDK Constraint	None	

Example

```
var SyncAnimation = caph.wui.ani.SyncAnimation;  
var sync = new SyncAnimation();
```

Methods

add

Description

Binds the options needed for sync animation with widget. Before binding the options, it will call the parent class "_checkAdd" method to check the validity of the options.

Parameters	<ul style="list-style-type: none"> ■obj <ul style="list-style-type: none"> - Object - A widget created by user. ■argsArr (Optional) <ul style="list-style-type: none"> - Array - Each element of the array, is an object. The object includes some basic properties. ■type <ul style="list-style-type: none"> - Object - The options are composed of some basic properties of syncAnimation.
Return	<ul style="list-style-type: none"> ■Object <ul style="list-style-type: none"> - The reference of class SyncAnimation, user could continue call this method using the reference.
Emulator Support	Y
SDK Constraint	none

Example

```
var SyncAnimation = caph.wui.ani.SyncAnimation;
var AniLoader = caph.wui.ani.AniLoader;
var Box = caph.wui.widget.Box;
var UIContext = caph.wui.widget.UIContext;

var sync = new SyncAnimation();
var loader = new AniLoader();
var uiContext = new UIContext();
var widget = new Box();
widget.render(uiContext);

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

loader.add(sync);
loader.start(uiContext);
```

getList

Description

Returns animation list.

Parameters	<ul style="list-style-type: none"> ■Void
Return	<ul style="list-style-type: none"> ■Array <ul style="list-style-type: none"> - Object array, each object binds caph.wui widgets and animation options together.
Emulator Support	Y
SDK Constraint	none

Example

```

var SyncAnimation = caph.wui.ani.SyncAnimation;
var AniLoader = caph.wui.ani.AniLoader;
var Box = caph.wui.widget.Box;
var UIContext = caph.wui.widget.UIContext;

var sync = new SyncAnimation();
var loader = new AniLoader();
var uiContext = new UIContext();
var widget = new Box();
widget.render(uiContext);

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

loader.add(sync);
loader.start(uiContext);
var aniList = sync.getList();

```

remove

Description

Removes all the arguments that needed for animation on the widget.

Parameters	■obj - Object - An instance of widget created by user.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```

var SyncAnimation = caph.wui.ani.SyncAnimation;
var Box = caph.wui.widget.Box;
var sync = new SyncAnimation();
var box = new Box();
sync.add(box, [{type: 'fade', 'opacity': 0.5}], {
    duration: 1000
});
sync.remove(box);

```

SyncAnimation

Description

(Constructor) Create a 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 reference of class SyncAnimation, user could continue call this method using the reference.
Emulator Support	Y
SDK Constraint	none

Example

```
var SyncAnimation = caph.wui.ani.SyncAnimation;  
var sync = new SyncAnimation();
```

clone

Description

Creates and returns clone object from current object, the cloned object will have the same properties and same methods with the current object.

Parameters

■Void

Return

■Object
- The cloned object.

Emulator Support

Y

SDK Constraint

none

Example

```
var SyncAnimation = window.caph.wui.ani.SyncAnimation;  
var sync =new SyncAnimation();  
var obj = sync.clone();
```

equals

Description

Compares the contents of two objects using strict equality, objects are considered equal if they both have the same set of properties and the values of those properties are equal.

Parameters

■Object
- Object
- The object which wants to compare with current object.

Return

■Boolean
- Indicates whether the two objects are equal
- true : if they are equal, return true.
- false : if they aren't equal, return false.

Emulator Support

Y

SDK Constraint

none

Example

```
var SyncAnimation = window.caph.wui.ani.SyncAnimation;  
var sync =new SyncAnimation();  
var obj = sync.clone();  
var isequal = obj.equals(sync);
```