

# Effect Object

Published 2014-10-28 | (Compatible with SDK 2.5,3.5,4.5,5.0,5.1 and 2011,2012,2013,2014 models)

Effect Object is an object defined by transition effect value.

Effect	
<b>Library path</b>	\$MANAGER_WIDGET/Common/API/CImageViewer.js
<b>Syntax</b>	<pre>var ImageViewer = new CImageViewer(objectName:String); ImageViewer.Effect.VALUE</pre>
<b>Parameter</b>	None
<b>Return Value</b>	None
<b>Remarks</b>	INIT is for internal action, do not use it (since Application Manager 2.269)
<b>Members</b>	NONE  FADE1  FADE2  BLIND  SPIRAL  CHECKER  LINEAR  STAIRS  WIPE  RANDOM
<b>Methods</b>	None
<b>Example</b>	<pre>var ImageViewer = new CImageViewer("Common ImageViewer"); ImageViewer.Effect.FADE1;</pre>

See also

[Transition Effects](#)