CAPH.WUI.ANI.SCALEANIMATION

ScaleAnimation represents a class that provides scale transformation effect for widgets. This is one of the six basic types of animation.

Contents

Constructor

ScaleAnimation

Description		
Create a ScaleAnimation.		
Parameters		
obj	Object	A widget created by user.
option	Object	The option include below properties * x : (Number) indicates the multiples along x-axis of the scale transformation of widget after animation. * y : (Number) indicates the multiples along y-axis of the scale transformation of widget after animation. * z : (Number) indicates the multiples along z-axis of the scale transformation of widget after animation. * ease : (String) describes the motion tween of the batch of animations, it could be set as one of the values below - 'SineCubic.InOut'. 'Linear.None', if user don't set ease, this is default. 'Quadratic.In', 'Quadratic.Out', 'Quadratic.InOut', 'Cubic.In', 'Cubic.Out', 'Cubic.InOut', 'Quartic.In', 'Quartic.Out', 'Quartic.InOut', 'Quintic.In', 'Quintic.Out', 'Quintic.InOut', 'Sinusoidal.In', 'Sinusoidal.Out', 'Sinusoidal.InOut', 'Exponential.In', 'Exponential.Out', 'Exponential.InOut', 'Circular.In', 'Circular.Out', 'Circular.InOut', 'Elastic.In', 'Elastic.Out', 'Elastic.InOut', 'Back.In', 'Back.Out', 'Back.InOut', 'Bounce.In', 'Bounce.Out', 'Bounce.InOut' * duration : (Number) describes how long the batch of animations to be performed in the meanwhile would last, the unit is millisecond(ms). - [default : 1000] * delay : (Number) describes the time duration of the batch of animations would defer starting, the unit is millisecond(ms)}
Emulator Support	Y	
SDK Constraint	None	
Example		

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

var scale = new ScaleAnimation();
var loader = new AniLoader();
var uiContext   = new UIContext();
var widget = new Box();
widget.render(uiContext);

var scaleOpt = {x: 2, y: 2, duration: 2000};
scale.add(widget, scaleOpt);

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

Methods

ScaleAnimation

Description	
(Constructor) Create a ScaleAnimation.	
Parameters	■obj - Object - A widget created by user. ■option (Optional) - Object - The option include below properties * x : (Number) indicates the multiples along x-axis of the scale transformation of widget after animation. * y : (Number) indicates the multiples along y-axis of the scale transformation of widget after animation. * z : (Number) indicates the multiples along z-axis of the scale transformation of widget after animation. * ease : (String) describes the motion tween of the batch of animations, it could be set as one of the values below - 'SineCubic.InOut'. 'Linear.None', if user don't set ease, this is default. 'Quadratic.In', 'Quadratic.Out', 'Quadratic.InOut', 'Cubic.In', 'Cubic.Out', 'Cubic.InOut', 'Quartic.In', 'Quartic.Out', 'Quartic.InOut', 'Quintic.In', 'Quintic.Out', 'Quintic.InOut', * duration : (Number) describes how long the batch of animations to be performed in the meanwhile would last, the unit is millisecond(ms). - [default : 1000] * delay : (Number) describes the time duration of the batch of animations would defer starting, the unit is millisecond(ms)}
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	

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

var scale = new ScaleAnimation();
var loader = new AniLoader();
var uiContext   = new UIContext();
var widget = new Box();
widget.render(uiContext);

var scaleOpt = {x: 2, y: 2, duration: 2000};
scale.add(widget, scaleOpt);

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

add

Description

Bind the options needed for scale animation with user's widget.

Parameters	■obj - Object - A widget created by user. ■option (Optional) - Object - The option include below properties -{ x {Number}: indicates the multiples along x-axis of the scale transformation of widget after animation. ,y {Number}: indicates the multiples along y-axis of the scale transformation of widget after animation. , z {Number}: indicates the multiples along z-axis of the scale transformation of widget after animation. , ease {String}: describes the motion tween of the batch of animations, it could be set as one of the values below ('SineCubic.InOut'. 'Linear.None', if user don't set ease, this is default. 'Quadratic.In', 'Quadratic.Out', 'Quadratic.InOut', 'Cubic.In', 'Cubic.Out', 'Cubic.InOut', 'Quartic.In', 'Quartic.Out', 'Quartic.InOut', 'Quintic.In', 'Quintic.Out', 'Quintic.InOut', 'S , duration {Number}: describes how long the batch of animations to be performed in the meanwhile would last, default is 1000, the unit is millisecond(ms). ,delay {Number}: describes the time duration of the batch of animations would defer starting, the unit is millisecond(ms)}
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

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

var scale = new ScaleAnimation();
var loader = new AniLoader();
var uiContext   = new UIContext();
var widget = new Box();
widget.render(uiContext);

var scaleOpt = {x: 2, y: 2, duration: 2000};
scale.add(widget, scaleOpt);

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

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

var scale = new ScaleAnimation();
var loader = new AniLoader();
var uiContext   = new UIContext();
var widget = new Box();
widget.render(uiContext);

var scaleOpt = {x: 2, y: 2, duration: 2000};
scale.add(widget, scaleOpt);
scale.remove(widget);
```

getList

Description

Returns the array that contains widget-arguments pairs, here 'arguments' are the options needed for animation.

Parameters	■Void
Return	■Array - The array of a object pairs,including widget and options of its' animation.
Emulator Support	Y
SDK Constraint	none

Example

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

var scale = new ScaleAnimation();
var loader = new AniLoader();
var uiContext   = new UIContext();
var widget = new Box();
widget.render(uiContext);

var scaleOpt = {x: 2, y: 2, duration: 2000};
scale.add(widget, scaleOpt);
scale.remove(widget);
var aniList = scale.getList();
```

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 ScaleAnimation = caph.wui.ani.ScaleAnimation;
var scaleObject =new ScaleAnimation();
var obj = scaleObject.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 ScaleAnimation = caph.wui.ani.ScaleAnimation;
var scaleObject =new ScaleAnimation();
var obj = scaleObject.clone();
var isequal = scaleObject.equals(obj);
```