

CAPH.WUI.ENGINE.TWEEN.ANIMATOR

Manages animation. Used Internally.

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Constructor

Animator	
Description	
The constructor of Animator component, in order to create Animator object.	
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var AccRendering = caph.wui.engine.rendering; var basePage = new AccRendering.BasePage(); var animatorInstance = new caph.wui.engine.tween.Animator();</pre>	

Methods

Animator	
Description	
(Constructor) The constructor of Animator component, in order to create Animator object.	
Parameters	■Void
Return	■Animator - instance of Layer
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var AccRendering = caph.wui.engine.rendering; var basePage = new AccRendering.BasePage(); var animatorInstance = new caph.wui.engine.tween.Animator();</pre>	