

CAPH.WUI.ENGINE.TWEEN.LAYER

Layer helps you organize the animation. You can create time sequential animations on one layer without affecting objects on another layer.

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Constructor

Layer	
Description	
The constructor of Layer component, in order to create Layer object.	
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var AccRendering = caph.wui.engine.rendering; var basePage = new AccRendering.BasePage(); var element = document.createElement('div'); element.style.width = '100px'; element.style.height = '100px'; element.style.background = '#00AAAA'; var obj = new AccRendering.CssObject(element); basePage.add(obj); obj.setZScale(1.5); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage); // NOTE: Animator is created, when a new Layer is created var AccTween = caph.wui.engine.tween; var layer = new AccTween.Layer(); layer.add(obj, {translateX:200}, {duration: 2000}); layer.add(obj, {rotateX:10*(Math.PI/180)}, {duration: 1000}); layer.start(renderer, basePage);</pre>	

Methods

Layer	
Description	
(Constructor) The constructor of Layer component, in order to create Layer object.	
Parameters	■Void
Return	■Layer - instance of Layer
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var AccRendering = caph.wui.engine.rendering; var basePage = new AccRendering.BasePage(); var element = document.createElement('div'); element.style.width = '100px'; element.style.height = '100px'; element.style.background = '#00AAAA'; var obj = new AccRendering.CssObject(element); basePage.add(obj); obj.setZScale(1.5); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage); // NOTE: Animator is created, when a new Layer is created var AccTween = caph.wui.engine.tween; var layer = new AccTween.Layer(); layer.add(obj, {translateX:200}, {duration: 2000}); layer.add(obj, {rotateX:10*(Math.PI/180)}, {duration: 1000}); layer.start(renderer, basePage);</pre>	
setLoop	

Description	
Layer 'setLoop' method allows you to set animation loops for number of times given in number. If number is negative, timeline loops infinite times.	
Parameters	■number - Number - The number of times the loop is to be played.
Return	■Object - Layer object itself.
Emulator Support	Y
SDK Constraint	none

Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();

var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CssObject(element);
basePage.add(obj);

obj.setZScale(1.5);

var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);

var AccTween = caph.wui.engine.tween;
var layer = new AccTween.Layer();
layer.add(obj, {translateX:200}, {duration: 2000});
layer.add(obj, {rotateX:10*(Math.PI/180)}, {duration: 1000});
layer.setLoop(5);
layer.start(renderer, basePage);
```

start

Description	
Layer 'start' method allows you to start animation associated with the layer, it takes renderer and basepage as an argument.	
Parameters	■renderer - Object - The renderer used to render the basepage. ■basepage - Object - The BasePage on which the object is added. ■onComplete (Optional) - Function - oncompletion callback function
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();

var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CssObject(element);
basePage.add(obj);

obj.setZScale(1.5);

var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);

var AccTween = caph.wui.engine.tween;
var layer = new AccTween.Layer();
layer.add(obj, {translateX:200}, {duration: 2000});
layer.add(obj, {rotateX:10*(Math.PI/180)}, {duration: 1000});
layer.start(renderer, basePage);
```

add

Description	
Layer 'add' method is used to add animations on an object.	

Parameters	■Void
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();

var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CssObject(element);
basePage.add(obj);

obj.setZScale(1.5);

var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);

var AccTween = caph.wui.engine.tween;
var layer = new AccTween.Layer();
layer.add(obj, {translateX:200}, {duration: 2000});
layer.add(obj, {rotateX:10*(Math.PI/180)}, {duration: 1000});
layer.start(renderer, basePage);

setTimeout(function() {
    layer.pause();
}, 500);

setTimeout(function() {
    layer.resume();
}, 1500);
```

stop

Description

Layer 'stop' method allows you stop the animation using Animator class's animationComplete method.

Parameters	■Void
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();

var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CssObject(element);
basePage.add(obj);

obj.setZScale(1.5);

var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);

var AccTween = caph.wui.engine.tween;
var layer = new AccTween.Layer();
layer.add(obj, {translateX:200}, {duration: 2000});
layer.add(obj, {rotateX:10*(Math.PI/180)}, {duration: 1000});
layer.start(renderer, basePage);

setTimeout(function() {
    layer.stop();
}, 500);
```