

CAPH.WUI.ANI.SCALEBOUNCEANIMATION

ScaleBounceAnimation represents a class that provides a special scale transformation effect with widget shaking.

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Constructor

ScaleBounceAnimation		
Description		
Creates a ScaleBounceAnimation		
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. - [default: 1.2] * y: (Number) indicates the multiples along y-axis of the scale transformation of widget after animation. - [default: 1.2] * 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', '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' - [default: Linear.None] * 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		
<pre>var ScaleBounceAnimation = caph.wui.ani.ScaleBounceAnimation; var scaleBounce = new ScaleBounceAnimation();</pre>		

Methods

add	
Description	
Binds options of animation needed with the widget	
Parameters	<div>■obj</div> <div>- Object</div> <div>- A widget created by user.</div> <div>■option (Optional)</div> <div>- Object</div> <div>- The option include below properties</div> <div>* x : (Number) indicates the multiples along x-axis of the scale transformation of widget after animation.</div> <div>- [default: 1.2]</div> <div>* y : (Number) indicates the multiples along y-axis of the scale transformation of widget after animation.</div> <div>- [default: 1.2]</div> <div>* z : (Number) indicates the multiples along z-axis of the scale transformation of widget after animation.</div> <div>* ease : (String) describes the motion tween of the batch of animations, it could be set as one of the values below</div> <div>- 'SineCubic.InOut', 'Linear.None', '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' - [default : Bounce.In]</div> <div>* duration : (Number) describes how long the batch of animations to be performed in the meanwhile would last, the unit is millisecond(ms).</div> <div>- [default: 500]</div> <div>* delay : (Number) describes the time duration of the batch of animations would defer starting, the unit is millisecond(ms)</div>
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var ScaleBounceAnimation = caph.wui.ani.ScaleBounceAnimation; var AniLoader = caph.wui.ani.AniLoader; var Box = caph.wui.widget.Box; var UIContext = caph.wui.widget.UIContext; var scaleBounce = new ScaleBounceAnimation(); var loader = new AniLoader(); var uiContext = new UIContext(); var widget = new Box(); widget.render(uiContext); scaleBounce.add(widget, {x: 2, y: 2, duration: 2000}); loader.add(scaleBounce); loader.start(uiContext);</pre>	
getList	

Description	
Returns animation list.	
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 ScaleBounceAnimation = caph.wui.ani.ScaleBounceAnimation;
var AniLoader = caph.wui.ani.AniLoader;
var Box = caph.wui.widget.Box;
var UIContext = caph.wui.widget.UIContext;
```

```
var scaleBounce = new ScaleBounceAnimation();
var loader = new AniLoader();
var uiContext = new UIContext();
var widget = new Box();
widget.render(uiContext);
```

```
scaleBounce.add(widget, {x 2, y, 2, duration: 2000});
```

```
loader.add(scaleBounce);
loader.start(uiContext);
var aniList = scaleBounce.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 ScaleBounceAnimation = caph.wui.ani.ScaleBounceAnimation;
var Box = caph.wui.widget.Box;
var scaleBounce = new ScaleBounceAnimation();
var box = new Box();
scaleBounce.add(box, {x 2, y, 2, duration: 2000});
scaleBounce.remove(box);
```

ScaleBounceAnimation

Description	
(Constructor) Creates a ScaleBounceAnimation	
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. - [default : 1.2] * y: (Number) indicates the multiples along y-axis of the scale transformation of widget after animation. - [default : 1.2] * 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', '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', 'Elastic.In', 'Elastic.Out', 'Elastic.InOut', 'Bounce.In', 'Bounce.Out', 'Bounce.InOut', 'Back.In', 'Back.Out', 'Back.InOut', 'Tweener.None' - [default : Linear.None] * 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 ScaleBounceAnimation = caph.wui.ani.ScaleBounceAnimation;
var scaleBounce = new ScaleBounceAnimation();
```

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 ScaleBounceAnimation = caph.wui.ani.ScaleBounceAnimation;
var scaleBounce = new ScaleBounceAnimation();
var obj = scaleBounce.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 ScaleBounceAnimation = caph.wui.ani.ScaleBounceAnimation;  
var scaleBounce = new ScaleBounceAnimation();  
var obj = scaleBounce.clone();  
var isEqual = scaleBounce.equals(obj);
```