

1. Add the Script to your proejct **Add > Add Script from File:** [Animation\\_Release.js](#)

2. Create a new script **Add > New Script**

3. Write the special method **Animation ()**

4. The Animation method has parameters:

- Effects (array or one item)
- Items (array or one item)
- Duration (number)
- Delay (number)
- Repeat (bool)
- Type of the Tween (number)

5. Syntax:

**Animation** (Effects , Items, Duration, Delay, Repeat, Tween);

6. Available Effects in the Library:

- MoveHorrorizotal
- MoveVertical
- MoveDiagonal
- Rotate
- Show
- Hide
- ScaleXY
- ScaleX
- ScaleY
- Value
- Text
- Value\_to\_Text

Syntax example wrth array of effects:

**Animation** ([Rotate (300), MoveHorrorizotal (10, 400) ], Items, Duration, Delay, Repeat, Tween);

7. Syntax example wrth array of items and effects:

**Animation** ([Rotate (300), MoveHorrorizotal (10, 400) ], [Item\_1, Item\_2 ], Duration, Delay, Repeat, Tween);

8. Set Duration 3000 ms:

**Animation** ([Rotate (300), MoveHorrorizotal (10, 400) ], [Item\_1, Item\_2 ], 3000, Delay, Repeat, Tween);

9. Set Delay 1000 ms:

**Animation** ([Rotate (300), MoveHorrorizotal (10, 400) ], [Item\_1, Item\_2 ], 3000, 1000, Repeat, Tween);

10. Set Repeat:

**Animation** ([Rotate (300), MoveHorrorizotal (10, 400) ], [Item\_1, Item\_2 ], 3000, 1000, LOOP,

Tween); // to Repeat

**Animation** ([Rotate (300), MoveHorrizontal (10, 400) ], [Item\_1, Item\_2 ], 3000, 1000, NOT\_LOOP, Tween); // to Once Run

#### 11. Type of tweens:

- LINEAR = 0;
- SINE\_IN = 1;
- SINE\_OUT = 2;
- SINE\_IN\_OUT = 3;
- QUINT\_IN = 4;
- QUINT\_OUT = 5;
- QUINT\_IN\_OUT = 6;
- QUART\_IN = 7;
- QUART\_OUT = 8;
- QUART\_IN\_OUT = 9;
- QUAD\_IN = 10;
- QUAD\_OUT = 11;
- QUAD\_IN\_OUT = 12;
- EXPO\_IN = 13;
- EXPO\_OUT = 14;
- EXPO\_IN\_OUT = 15;
- ELASTIC\_IN = 16;
- ELASTIC\_OUT = 17;
- ELASTIC\_IN\_OUT = 18;
- CUBIC\_IN = 19;
- CUBIC\_OUT = 20;
- CUBIC\_IN\_OUT = 21;
- CIRC\_IN = 22;
- CIRC\_OUT = 23;
- CIRC\_IN\_OUT = 24;
- BOUNCE\_IN = 25;
- BOUNCE\_OUT = 26;
- BOUNCE\_IN\_OUT = 27;
- BACK\_IN = 28;
- BACK\_OUT = 29;
- BACK\_IN\_OUT = 30;

**Animation** [Rotate (300), MoveHorrizontal (10, 400) ], [Item\_1, Item\_2 ], 3000, 1000, NOT\_LOOP, EXPO\_IN );

#### 12. Пример:

[Download](#)