

# NSViewAnimation

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# Overview

- Base class - NSAnimation
  - Need to make a subclass to use
- NSViewAnimation
  - Ability to animate NSViews and NSWindows

# Creation

- – `(id) initWithViewAnimations:  
(NSArray*) viewAnimations`
- Pass in an array of dictionaries of what you want to animate
- One dictionary per `NSView/NSWindow`
- Can also create with `nil`, and add dictionaries later

# The Dictionaries

- Each dictionary requires 1 keys, 3 more optional keys
  - Required: `NSViewAnimationTargetKey`
  - `NSViewAnimationStartFrameKey`
  - `NSViewAnimationEndFrameKey`
  - `NSViewAnimationEffectKey`

- **NSViewAnimationTargetKey**
  - Set to be the target of the animation
  - The NSView or NSWindow
    - `[pictureViewAnimationDictionary setObject:imageViewToAnimate forKey:NSViewAnimationTargetKey];`

- **NSViewAnimationStartFrameKey**
  - Optional
  - If not present, uses current frame of view or window
  - ```
[pictureViewAnimationDictionary  
setObject:[NSValue  
valueWithRect:currentFrameLocation]  
forKey:NSViewAnimationStartFrameKey];
```

- `NSViewAnimationEndFrameKey`
- Optional
  - If not present it will use current location and fade out
  - ```
[pictureViewAnimationDictionary  
setObject:[NSValue  
valueWithRect:endFrameLocation]  
forKey:NSViewAnimationEndFrameKey];
```

- `NSViewAnimationEffectKey`
- String constants
- Optional
  - `NSViewAnimationFadeInEffect`
  - `NSViewAnimationFadeOutEffect`

# Demo & Code

# In Conclusion...

- It's a super easy way to do simple animation
- Feels to me to be the great grandfather of Core Animation in Leopard