WebKitAnimationEvent Class Reference

Audio, Video, & Visual Effects

2010-02-24

Apple Inc.
© 2010 Apple Inc.
All rights reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, mechanical, electronic, photocopying, recording, or otherwise, without prior written permission of Apple Inc., with the following exceptions: Any person is hereby authorized to store documentation on a single computer for personal use only and to print copies of documentation for personal use provided that the documentation contains Apple's copyright notice.

The Apple logo is a trademark of Apple Inc.

Use of the "keyboard" Apple logo (Option-Shift-K) for commercial purposes without the prior written consent of Apple may constitute trademark infringement and unfair competition in violation of federal and state laws.

No licenses, express or implied, are granted with respect to any of the technology described in this document. Apple retains all intellectual property rights associated with the technology described in this document. This document is intended to assist application developers to develop applications only for Apple-labeled computers.

Every effort has been made to ensure that the information in this document is accurate. Apple is not responsible for typographical errors.

Apple Inc.
1 Infinite Loop
Cupertino, CA 95014
408-996-1010

Apple, the Apple logo, and Safari are trademarks of Apple Inc., registered in the United States and other countries.

iPhone is a trademark of Apple Inc.

Simultaneously published in the United States and Canada.

Even though Apple has reviewed this document, APPLE MAKES NO WARRANTY OR REPRESENTATION, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THIS DOCUMENT, ITS QUALITY, ACCURACY, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. AS A RESULT, THIS DOCUMENT IS PROVIDED "AS IS," AND YOU, THE READER, ARE ASSUMING THE ENTIRE RISK AS TO ITS QUALITY AND ACCURACY.

IN NO EVENT WILL APPLE BE LIABLE FOR DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT OR INACCURACY IN THIS DOCUMENT, even if advised of the possibility of such damages.

THE WARRANTY AND REMEDIES SET FORTH ABOVE ARE EXCLUSIVE AND IN LIEU OF ALL OTHERS, ORAL OR WRITTEN, EXPRESS OR IMPLIED. No Apple dealer, agent, or employee is authorized to make any modification, extension, or addition to this warranty.

Some states do not allow the exclusion or limitation of implied warranties or liability for incidental or consequential damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Contents

WebKitAnimationEvent Class Reference 5

Overview 5
- Types of Animation Events 5

Tasks 6
- Accessing Properties 6
- Initializing Objects 6

Properties 6
- animationName 6
- elapsedTime 6

Methods 7
- initWebKitAnimationEvent 7

Document Revision History 9

2010-02-24 | © 2010 Apple Inc. All Rights Reserved.

2010-02-24 | © 2010 Apple Inc. All Rights Reserved.

WebKitAnimationEvent Class Reference

Inherits from	Event
Availability	Available in Safari 4.0 and later. Available in iPhone OS 2.0 and later.
Companion guide	Safari CSS Visual Effects Guide

Overview

`WebKitAnimationEvent` objects encapsulate information about running animations.

Several animation related events are available through the DOM Event system. The start and end of an animation, and the end of each iteration of an animation all generate DOM events. An element can have multiple properties that are animated simultaneously. This simultaneous animation can occur either by setting a single `-webkit-animation-name` value with keyframes containing multiple properties, or by setting multiple `-webkit-animation-name` values. For the purposes of event dispatching, each CSS `-webkit-animation-name` property specifies a single animation. Therefore, an event is sent for each `-webkit-animation-name` property, not necessarily for each CSS property that is animated.

Each event contains the duration of the animation. This allows the event handler to determine the current iteration of a looping animation or the current position of an alternating animation. This duration does not include time the animation was in the paused play state.

Types of Animation Events

The `type` property of an animation event can have the following string values:

`webkitAnimationStart`
: Occurs at the start of an animation. It can bubble and be canceled. Its `animationName` property is set.

`webkitAnimationEnd`
: Occurs when the animation finishes. It can bubble and be canceled. Its `animationName` and `elapsedTime` properties are set.

`webkitAnimationIteration`
: Occurs at the end of each iteration of an animation when the `-webkit-animation-iteration-count` is greater than `1`. It does not occur for animations with an iteration count of `1`. It can bubble and be canceled. Its `animationName` and `elapsedTime` properties are set.

2010-02-24 | © 2010 Apple Inc. All Rights Reserved.

Tasks

Accessing Properties

`animationName` (page 6)
The name of the animation. The value of the CSS `-webkit-animation-name` property of the animation that caused the event.

`elapsedTime` (page 6)
The duration of the animation, in seconds, since this event was sent, excluding any time the animation is paused. This value is not affected by the value of the CSS `-webkit-animation-delay` property. If the type of the event is `webkitAnimationStart`, `elapsedTime` is `0`.

Initializing Objects

`initWebKitAnimationEvent` (page 7)
Initializes a new animation event object.

Properties

animationName

The name of the animation. The value of the CSS `-webkit-animation-name` property of the animation that caused the event.

```
readonly attribute DOMString animationName;
```

Availability
Available in Safari 4.0 and later.
Available in iPhone OS 2.0 and later.

elapsedTime

The duration of the animation, in seconds, since this event was sent, excluding any time the animation is paused. This value is not affected by the value of the CSS `-webkit-animation-delay` property. If the type of the event is `webkitAnimationStart`, `elapsedTime` is `0`.

```
readonly attribute double elapsedTime;
```

Availability
Available in Safari 4.0 and later.
Available in iPhone OS 2.0 and later.

2010-02-24 | © 2010 Apple Inc. All Rights Reserved.

Methods

initWebKitAnimationEvent

Initializes a new animation event object.

```
void initWebKitAnimationEvent(in DOMString  typeArg, in boolean  canBubbleArg, in
    boolean  cancelableArg, in DOMString  animationNameArg, in double
    elapsedTimeArg);
```

Parameters

typeArg

The type of event. See "Types of Animation Events" (page 5) for possible values.

canBubbleArg

Determines whether the event can bubble. Pass `true` if it can bubble; otherwise, `false`.

cancelableArg

Determines whether the event's default action can be prevented. Pass `true` if it can be prevented; otherwise, `false`.

animationNameArg

The name of the animation associated with this event.

elapsedTimeArg

The duration of the animation, in seconds, since the event was sent.

Discussion

You use this method to initialize the value of a `WebKitTransitionEvent` object that is created through the `DocumentEvent` interface. This method can only be invoked before the `WebKitTransitionEvent` object is dispatched via the `dispatchEvent` method (although it can be invoked multiple times during that phase, if necessary). If it is invoked multiple times, the final invocation takes precedence.

Availability

Available in Safari 4.0 and later.

Available in iPhone OS 2.0 and later.

2010-02-24 | © 2010 Apple Inc. All Rights Reserved.

2010-02-24 | © 2010 Apple Inc. All Rights Reserved.

Document Revision History

This table describes the changes to *WebKitAnimationEvent Class Reference*.

Date	Notes
2010-02-24	First revision as a collection document.

2010-02-24 | © 2010 Apple Inc. All Rights Reserved.

Document Revision History

2010-02-24 | © 2010 Apple Inc. All Rights Reserved.