SequentialAnimation

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Extends: AnimationBase

Description

The **SequentialAnimation** node class allows you to specify that a set of animations should occur sequentially. The children of the **SequentialAnimation** node specify the set of animations to be executed. Note that the use of the `delay` field in the child animations allows a delay between any two animations to be specified, if desired.

The `state` field is set to `running` when any of the child animations is in progress. Once all the animations have run to completion, the `state` field is set to `stopped`.

Example

The following example animates a group of rectangles to expand and change opacity sequentially from left to right.

SequentialAnimation Node Class Example

```
<?xml version="1.0" encoding="utf-8" ?>

<!--********** Copyright 2015 Roku Corp.  All Rights Reserved. **********-->

<component name="animationsequentialtest" extends="Group" >
    <script type="text/brightscript" >
        <![CDATA[
            function init()
              m.testsequentialanimation = m.top.FindNode("testSequentialAnimation")
              m.testsequentialanimation.repeat = "true"
              m.testsequentialanimation.control = "start"
              m.top.setFocus(true)
            end function
         ]]>
    </script>

<children>

    <LayoutGroup   id = "dancingbars"  translation = "[640,360]"  itemSpacings = "[10]"
layoutDirection = "horizontal"  horizAlignment = "center"  vertAlignment = "center" >
        <Rectangle      id="R1"      color="0x00FF00FF"      opacity = ".2"     width =
"50"      height = "100"      scaleRotateCenter = "[25, 50]"     translation = "[0,
0]"/>
        <Rectangle      id="R2"      color="0x00FF00FF"      opacity = ".2"     width =
```

```
"50"      height = "100"      scaleRotateCenter = "[25, 50]"     translation = "[60,
0]"/>
        <Rectangle      id="R3"      color="0x00FF00FF"      opacity = ".2"     width =
"50"      height = "100"      scaleRotateCenter = "[25, 50]"     translation = "[120,
0]"/>
        <Rectangle      id="R4"      color="0x00FF00FF"      opacity = ".2"     width =
"50"      height = "100"      scaleRotateCenter = "[25, 50]"     translation = "[180,
0]"/>
        <Rectangle      id="R5"      color="0x00FF00FF"      opacity = ".2"     width =
"50"      height = "100"      scaleRotateCenter = "[25, 50]"     translation = "[240,
0]"/>
    </LayoutGroup>
    <Label   text = "Bars Should Be Dancing"  width = "1280"  translation = "[0,500]"
horizAlign = "center"  vertAlign = "center"  />
    <SequentialAnimation   id = "testSequentialAnimation" >
    <Animation        id = "R1Animation"       duration = "2"       easeFunction =
"linear" >
        <Vector2DFieldInterpolator    key= "[0, 0.5, 1]"    keyValue= "[ [1, 1], [1, 2],
[1, 1] ]"    fieldToInterp="R1.scale" />
        <FloatFieldInterpolator    key= "[0, 0.5, 1]"    keyValue= "[ 0.2, 1, 0.2 ]"
fieldToInterp="R1.opacity" />
    </Animation>
    <Animation        id = "R2Animation"       duration = "2"       easeFunction =
"linear" >
         <Vector2DFieldInterpolator    key= "[0, 0.5, 1]"    keyValue= "[ [1, 1], [1,
2], [1, 1] ]"    fieldToInterp="R2.scale" />
         <FloatFieldInterpolator    key= "[0, 0.5, 1]"    keyValue= "[ 0.2, 1, 0.2 ]"
fieldToInterp="R2.opacity" />
    </Animation>
    <Animation        id = "R3Animation"       duration = "2"       easeFunction =
"linear" >
        <Vector2DFieldInterpolator    key= "[0, 0.5, 1]"    keyValue= "[ [1, 1], [1, 2],
[1, 1] ]"    fieldToInterp="R3.scale" />
        <FloatFieldInterpolator    key= "[0, 0.5, 1]"    keyValue= "[ 0.2, 1, 0.2 ]"
fieldToInterp="R3.opacity" />
    </Animation>
    <Animation        id = "R4Animation"       duration = "2"       easeFunction =
"linear" >
        <Vector2DFieldInterpolator    key= "[0, 0.5, 1]"    keyValue= "[ [1, 1], [1, 2],
[1, 1] ]"    fieldToInterp="R4.scale" />
        <FloatFieldInterpolator    key= "[0, 0.5, 1]"    keyValue= "[ 0.2, 1, 0.2 ]"
fieldToInterp="R4.opacity" />
    </Animation>
    <Animation       id = "R5Animation"      duration = "2"      easeFunction = "linear"
>
        <Vector2DFieldInterpolator   key= "[0, 0.5, 1]"   keyValue= "[ [1, 1], [1, 2],
[1, 1] ]"   fieldToInterp="R5.scale" />
        <FloatFieldInterpolator   key= "[0, 0.5, 1]"   keyValue= "[ 0.2, 1, 0.2 ]"
fieldToInterp="R5.opacity" />
```

```
    </Animation>
    </SequentialAnimation>
```

```
</children>

</component>
```