

가

Last update: 2024/08/26

가	1
.....	1
.....	1

가

rotate API

effect_duration가

API geteffectduration, seteffectduration가

: /HTML5/COMPONENT/ANIMATE/animate_spinbutton

- [animate_spinbutton.xml](#)
- [animate_spinbutton.js](#)
- [animate_spinbutton.css](#)

```

var m_isRotate = false; // (false: , true: )
var m_nBtn0Top = 0; // top

function screen_on_load()
{
    var move_top, move_left;

    //
    move_top = this.btn_0.gettop();
    move_left = this.btn_0.getleft();

    //
    this.btn_1.setleft(move_left);
    this.btn_1.settop(move_top);
    this.btn_2.setleft(move_left);
    this.btn_2.settop(move_top);
    this.btn_3.setleft(move_left);
    this.btn_3.settop(move_top);

    //
    this.btn_3.setzorder(0);
    this.btn_2.setzorder(0);
    this.btn_1.setzorder(0);

```

```
this.btn_0.setzorder(0);

//
this.btn_3.setvisible(true);
this.btn_2.setvisible(true);
this.btn_1.setvisible(true);
this.btn_0.setvisible(true);

// rotate      top   가      load      top
m_nBtn0Top = this.btn_0.gettop();
}

function btn_apply_on_mouseup(objInst)
{
    // effect_interval, effect_duration, effect_type
    this.animate.seteffectinterval(this.fldInterval.gettext());
    this.animate.seteffectduration(this.fldDuration.gettext());
    this.animate.seteffecttype(this.cboType.getselectedcode());
}

function playAnimate(is_show)
{
    var size_delta, btn1_diff, btn2_diff, btn3_diff;
    var btn1_top, btn2_top, btn3_top;

    //      10px
    size_delta = this.btn_1.getwidth() + 10;

    //      top
    btn1_top = this.btn_1.gettop();
    btn2_top = this.btn_2.gettop();
    btn3_top = this.btn_3.gettop();

    //
    if (is_show) {
        // 0
        btn1_diff = m_nBtn0Top - btn1_top;
        btn2_diff = m_nBtn0Top - btn2_top;
        btn3_diff = m_nBtn0Top - btn3_top;

        //      가
        // 1      :
        // 2      :      x
        // 3      :      y
        // 4      :      width
        // 5      :      height
        this.animate.additem(this.btn_1, 0, -(size_delta - (btn1_diff)), 0,
0);
        this.animate.additem(this.btn_2, 0, -(size_delta*2 - (btn2_diff)),
0, 0);
        this.animate.additem(this.btn_3, 0, -(size_delta*3 - (btn3_diff)),
0, 0);
    }
}
```

```
    }  
    //  
    else {  
        // effect_type  elastic          , 0  
  
        btn1_top = Math.abs(m_nBtn0Top - btn1_top);  
        btn2_top = Math.abs(m_nBtn0Top - btn2_top);  
        btn3_top = Math.abs(m_nBtn0Top - btn3_top);  
  
        this.animate.additem(this.btn_1, 0, btn1_top, 0, 0);  
        this.animate.additem(this.btn_2, 0, btn2_top, 0, 0);  
        this.animate.additem(this.btn_3, 0, btn3_top, 0, 0);  
    }  
  
    //  
    this.animate.play();  
}  
  
function btn_0_on_mouseup(objInst)  
{  
    var effect_duration;  
  
    //          effect_duration  
    effect_duration = this.animate.geteffectduration();  
  
    // 360  
    if (m_isRotate == false) {  
        m_isRotate = true;  
        this.btn_0.rotate("z", 360, effect_duration, "ease", "");  
        this.playAnimate(true);  
    }  
    //  
    else {  
        m_isRotate = false;  
        this.btn_0.rotate("z", 0, effect_duration, "ease", "");  
        this.playAnimate(false);  
    }  
}
```

From:

<https://technet.softbase.co.kr/wiki/> - xFrame5 TechNet

Permanent link:

https://technet.softbase.co.kr/wiki/guide/component/animate/animate_spinbutton



Last update: **2024/08/26 16:31**