Controlling Animations

Controlling Animation Flow

This section describes the control flow interfaces of Candera::Animation::AnimationPlayer.

- Candera::Animation::AnimationPlayer::Start starts the animation
- Candera::Animation::AnimationPlayer::Stop stops the animation
- Candera::Animation::AnimationPlayer::Finish finishes the animation within the specified time
- Candera::Animation::AnimationPlayer::Pause pauses the animation
- Candera::Animation::AnimationPlayer::Resume resumes the animation
- Candera::Animation::AnimationPlayer::SetRepeatMode sets the repeat mode, for possible modes see Candera::Animation::AnimationPlayer::RepeatMode
- Candera::Animation::AnimationPlayer::SetDirection sets the direction, for possible directions see Candera::Animation::AnimationPlayer::PlayDirection

Animation Speed, Repeats, Time Modulation

This section specifies more interfaces to set animation player properties relevant for timing and execution flow.

- Candera::Animation::AnimationPlayer::SetSpeedFactor increases / decreases animation speed
- Candera::Animation::AnimationPlayer::SetRepeatCount modifies repeat count
- Candera::Animation::AnimationPlayer::SetSequenceDurationMs modifies animation duration in milliseconds
- Candera::Animation::AnimationPlayer::SetSequenceStartTimeMs adds a start delay in milliseconds

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