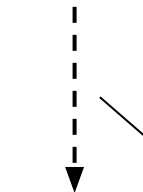
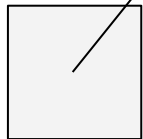


Animations with reapi

```
<!-- Define an element -->  
<div id="block"></div>
```

animate this element



Initialize Animation:

```
// Create animation object  
var animator = new Reapi(document.body);  
  
// Animate the 'block' element  
var actor = animator.addActor({  
  context: document.getElementById('block')  
});
```

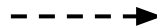
Define keyframes:

```
// Add keyframes, changing the top attribute  
actor.keyframe( 0, { top: '0px' }); // start at 0s  
actor.keyframe(1000, { top: '100px' }); // 1000ms = 1s
```

CSS Attributes

Start/Stop animation:

```
animator.play(1); // Plays the animation once  
animator.play(); // Plays it indefinitely  
animator.playFrom(500); // Starts animation  
// from 500ms  
animator.stop(); // Stops the animation
```



```
// Initialize actor2  
var actor2 = ...  
  
// Move from left to right  
// with a delay of 200ms  
// and slowing down at the end  
actor2  
  .keyframe( 200, { left: '0px' })  
  .keyframe(1000, { left: '100px' },  
    'easeOutCubic');
```

Possible easing functions:

```
'easeInCubic'  
'easeOutCubic'  
'easeInOutCubic'
```