

# 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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