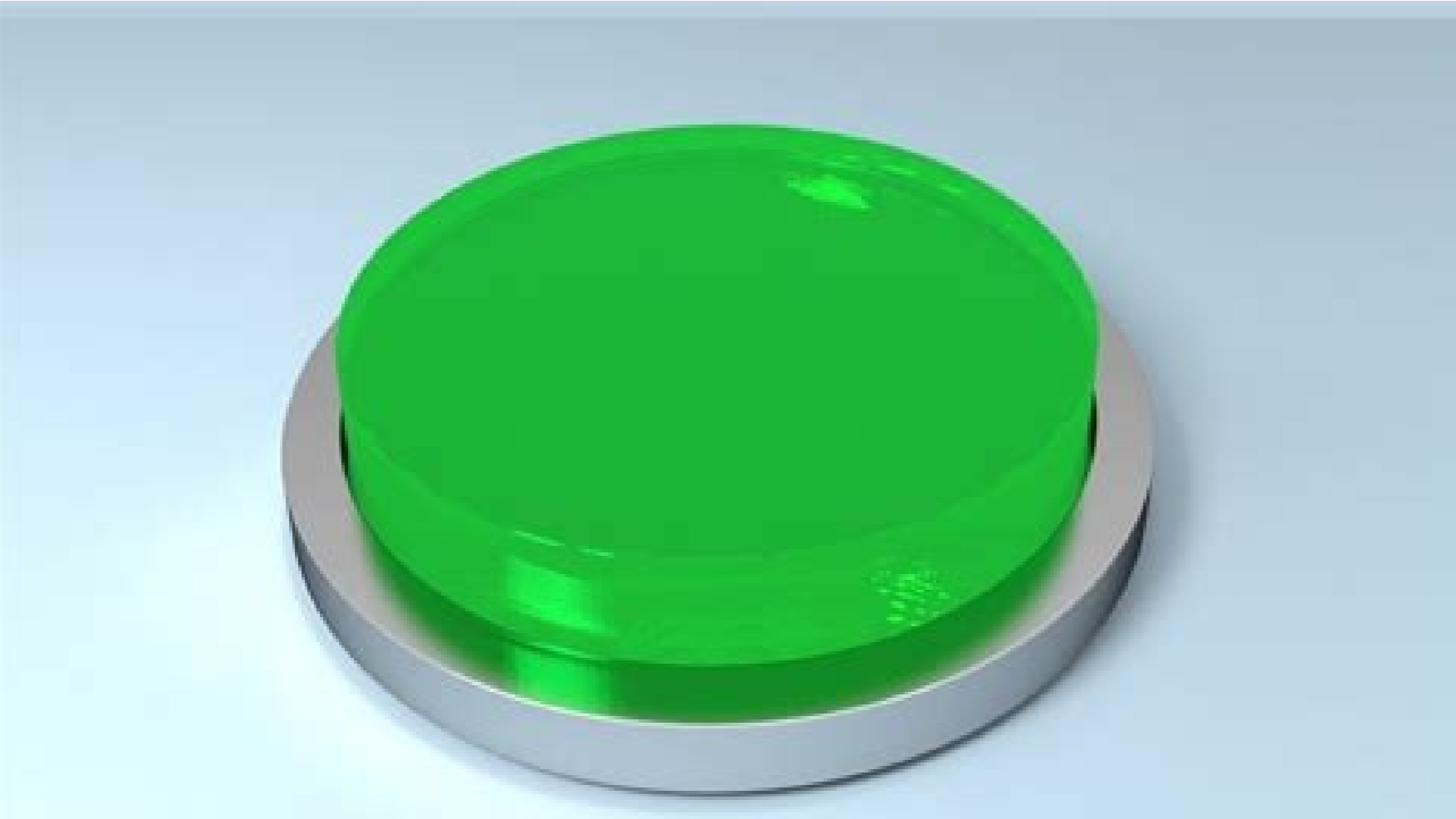
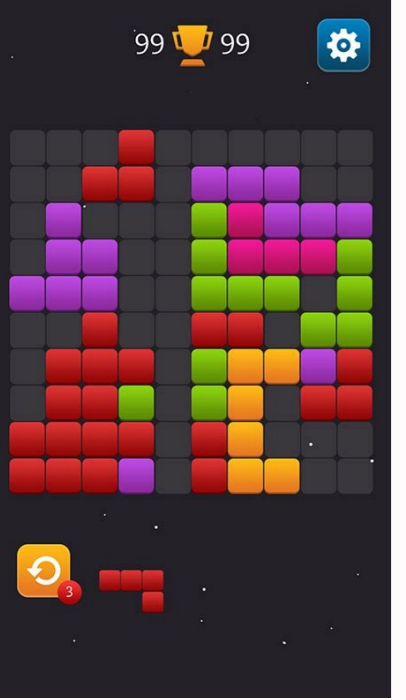
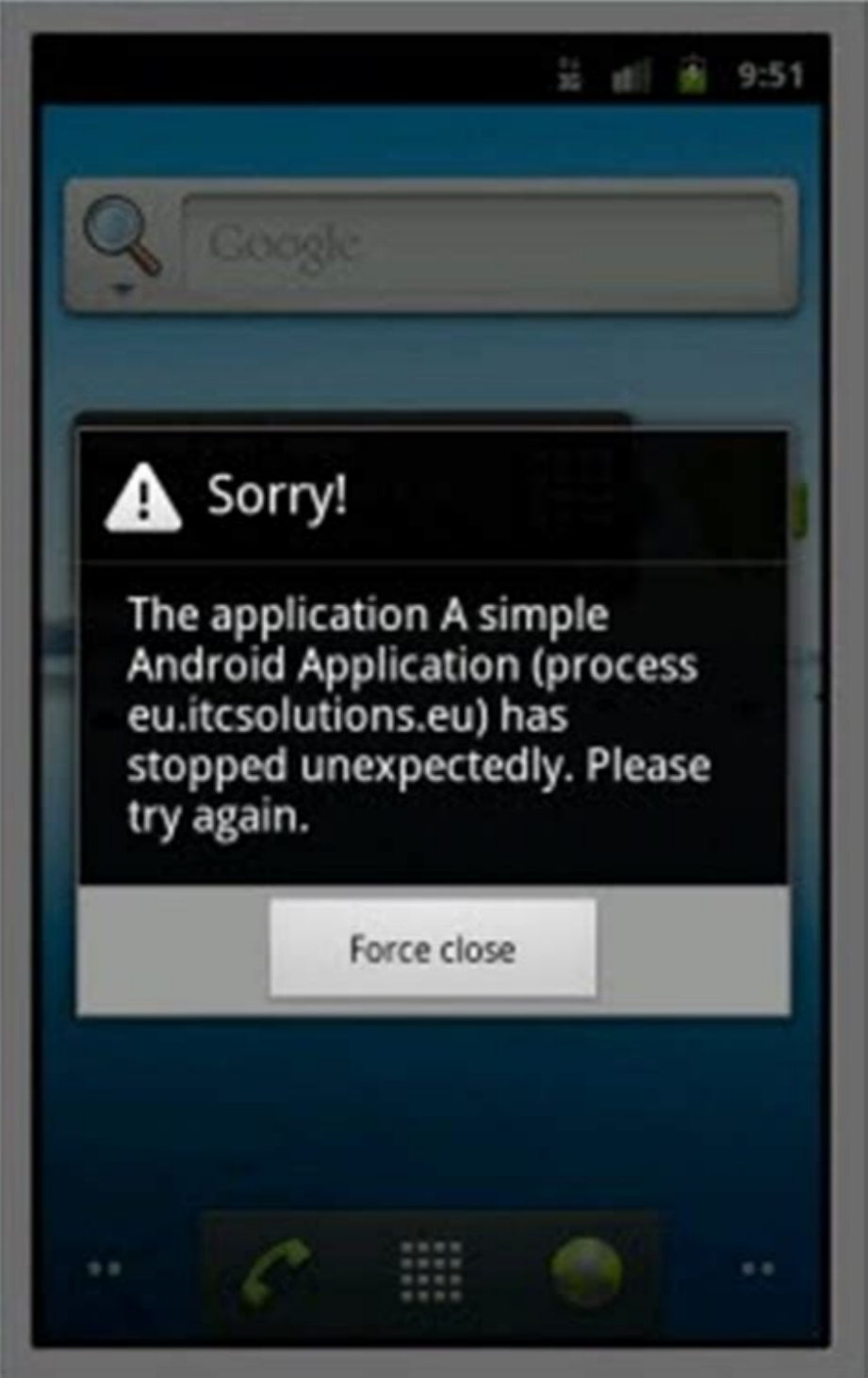


How to stop animation in android programmatically

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- Start Progress
- Stop Progress
- Reset Progress



How to stop animation in android. How to stop animation in android studio. How to turn off animations in android.

I have an `ImageView` on which I have applied a rotate animation. Since I want the rotation to go on continuously, I gave the `repeatCount` as infinite in my `rotate.xml`: `android:repeatCount="infinite"` In `onCreate()`, I load the animation and start it. `Animation myAnim = AnimationUtils.loadAnimation(this, R.anim.rotate); objectImg.startAnimation(myAnim);` When a button is pressed, the rotation must stop. Hence in my `onClick()`, I called `clearAnimation()`. `objectImg.startAnimation(myAnim);` My simple question is whether stopping the animation is the right thing to do. I assume `clearAnimation()` corresponds to `loadAnimation()`, but there is no `stopAnimation()` that corresponds to `startAnimation()`. In today's post I will be talking about controlling animation flow. Using the `Animator` API you can start, stop and cancel animations. A little reported addition in the `Kitkat` API level 19 allows you to also pause and resume animations. In this post I will take you through the animation flow controls and some methods that let you inspect the status of the animation. `Animation Flow` In the previous tutorials we have already encountered the `Animator.start` method multiple times. This method is used to start an animation from the beginning. The method is only one of the set of methods that control the animation flow. The complete set of methods is shown below. `Animator.start()` // start the animation from the beginning `Animator.end()` // end the animation `Animator.cancel()` // cancel the animation `Animator.pause()` // added in API 19; pause the animation `Animator.resume()` // added in API 19; resume a paused animation As already stated, the `start` method starts the animation from the beginning. If the animation has a `startDelay` that is greater than zero then the animation will start after the delay has passed. There are two ways of stopping a running animation. You can use either the `end` method or the `cancel` method. In both cases the animation will stop and can only be restarted by calling `start`. The difference between `end` and `cancel` is the state that the animated objects will be in after the call to the method. When calling `cancel` the animation will stop in its tracks, leaving the animated objects in an intermediate state. When calling the `end` method the animation will effectively be fast forwarded into the final state of the animation. All objects will appear the way they would at the end of the animation. A feature of the new API in the `Kitkat` release of Android that has not received much media attention is the fact that animations can now be paused and resumed. Previously, when an animation was cancelled and left in the current state, it could only be restarted from the beginning by calling the `start` method. Now you can call `pause` to pause the animation. Pausing will have the same visual effect as `cancel`. The difference is that a call to `resume` will resume the animation from the paused state. Let's see how this looks in practice. We create a new activity and hold the animation as a private member. We initialise the animation in the `onCreate` method. `private ObjectAnimator anim; @Override protected void onCreate(Bundle savedInstanceState) { super.onCreate(savedInstanceState); setContentView(R.layout.property_animations_flow); ImageView someImage = (ImageView) findViewById(R.id.some_image); anim = ObjectAnimator.ofFloat(someImage, "rotation", 0, 360); anim.setDuration(1000); anim.setRepeatCount(5); anim.setRepeatMode(ObjectAnimator.RESTART); } The animation is a simple rotation animation that repeats a full 360 degrees image rotation five times. The image that is rotated has been defined in the layout XML file and given the id some_image. The layout also defines 5 buttons labelled Start, End, Cancel, Pause, and Resume. The buttons are linked to the following five methods. public void startAnimation(View view) { anim.start(); } public void endAnimation(View view) { anim.end(); } public void cancelAnimation(View view) { anim.cancel(); } public void pauseAnimation(View view) { anim.pause(); } public void resumeAnimation(View view) { anim.resume(); } These methods will simply call the corresponding methods on the ObjectAnimator anim. The two animated gifs below demonstrate the behaviour. The left movie shows the difference between end and cancel. Note how cancel leaves the image in the rotated position while end will advance the image to its final state. The movie on the right shows the effect of pause and resume. Note how a call to pause will stop the animation in its tracks, just like a call to cancel. But now we can resume the animation by calling resume. The difference between calling end and cancel on an Animator Pausing and resuming an Animator Querying Animation Status Sometimes you would like to query the state of an animation. This can be done using the following three methods. boolean isStarted() // added in API 14 boolean isRunning() boolean isPaused() // added in API 19 isStarted will return true after the start method has been called but the animation has not finished or has not been cancelled. Note that isStarted requires a minimum API of 14. The method will return true even during the duration of any initial start delay. This is in contrast to the return value of isRunning. isRunning will return true only when the animation is actually running and has not finished. The isPaused method was added in API 19. This accounts for the fact that an animation can be paused and resumed. If it is paused then isPaused will return true, otherwise is will return false. To demonstrate the outcome of these inspector methods, we will extend the example by displaying three text fields that show the status of the animation. These are defined as TextView members of the Activity class private TextView isStartedText; private TextView isRunningText; private TextView isPausedText; In the onCreate method we add three lines that retrieve the text views from the layout. isStartedText = (TextView) findViewById(R.id.status_is_started); isRunningText = (TextView) findViewById(R.id.status_is_running); isPausedText = (TextView) findViewById(R.id.status_is_paused); We create a method that will update the content of the text fields from the animation status. public void setStatusTexts() { isStartedText.setText("isStarted = " + anim.isStarted()); isRunningText.setText("isRunning = " + anim.isRunning()); isPausedText.setText("isPaused = " + anim.isPaused()); } We then call the setStatusTexts method after initialization and every time we modify the animation flow. For example, the method cancelAnimation is changed as follows. public void cancelAnimation(View view) { anim.cancel(); setStatusTexts(); } The results can be seen in the left movie below. Again, I created one movie for the End and Cancel control and one movie for the Pause and Resume control. Note that the state of the animation is identical after pressing End or Cancel even though the visual appearance of the animated object is different. This means that you can't distinguish between animations that have been stopped by calling end and those that have been stopped by calling cancel. In both cases isStarted and isRunning will return false. Status of Animation when End and Cancel is pressed. Status of the Animation when Pause and Resume is pressed The right movie above shows the effect of pausing and resuming the animation. When pausing an animation isPaused will return true. After resuming the animation isPaused will again return false. Note that the animation status does not change when the animation finishes naturally. Surely, isStarted and isRunning should return false after the end of the animation. The answer is, they would return false is we called them. In the example we are not updating the status texts at the end of the animation because we have don't know when the animation has finished. To be able to update the status texts, or any other part of the application, when the animation status changes we will need the AnimatorListener and the AnimatorPauseListener. Using listeners in property animations will be the topic of the next post in this series. The complete code for this tutorial can be downloaded from GitHub. Follow the author View Discussion Improve Article Save Article Like Article ReadDiscussView Discussion Improve Article Save Article Like Article Lottie is a mobile library for Android and iOS that parses Adobe After Effects animations exported as JSON with Bodymovin and renders them natively on mobile. The Lottie animations are free to use vector animation files. Many famous applications use this such as Uber, Netflix, Google, Airbnb, Shopify, etc. Using Lottie, one can put animations inside a mobile (Android/iOS) application and even control them. Through this article, we would like to share with you the implementation of a method to control a JSON animation in Android using Lottie. A sample GIF is given below to get an idea about what we are going to do in this article. Note that we are going to implement this project using the Kotlin language. Note: To use Lottie Animation in Android please refer to How to add Lottie Animation in an Android appSteps to Control Lottie AnimationsStep 1: Create a New ProjectTo create a new project in Android Studio please refer to How to Create/Start a New Project in Android Studio. Note that select Kotlin as the programming language.Step 2: Add library to the build.gradle fileFor implementing an animation using Lottie, first, implement a dependency implementation 'com.airbnb.android:lottie:$lottieVersion' into the build.gradle file of the app. The latest version in October 2020 is 3.4.2. replace $lottieVersion with this value. Now sync the project by clicking the sync option which appears after every change made to the build.gradle file. Remember, build.gradle is always a Groovy or a Kotlin file.implementation 'com.airbnb.android:lottie:3.4.2'Step 3: Add a lottie animation file to the projectChoose any animation from here and download the JSON file of animation. Now go to app > res > right-click > New > Folder > Raw Resource Folder and copy the JSON file to this raw folder.Step 4: Working with the activity_main.xml fileIn the activity_main.xml file declare a Lottie object by specifying the parameters. Also declare two Buttons, one to start the animation and one to pause it. The primary parameters are:lottie_rawRes: takes in the JSON animation to be displayed.lottie_loop: boolean value, that decides if the animation is on loop or not depending upon the boolean value supplied.lottie_autoPlay: boolean value, which decides if the animation plays as soon as it is initialized.It is important to note that the JSON animation should only be kept in a folder named raw under the res folder since the functions are made explicitly to call this file path. And the name of the JSON file should not contain any special character other than '_'.`

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