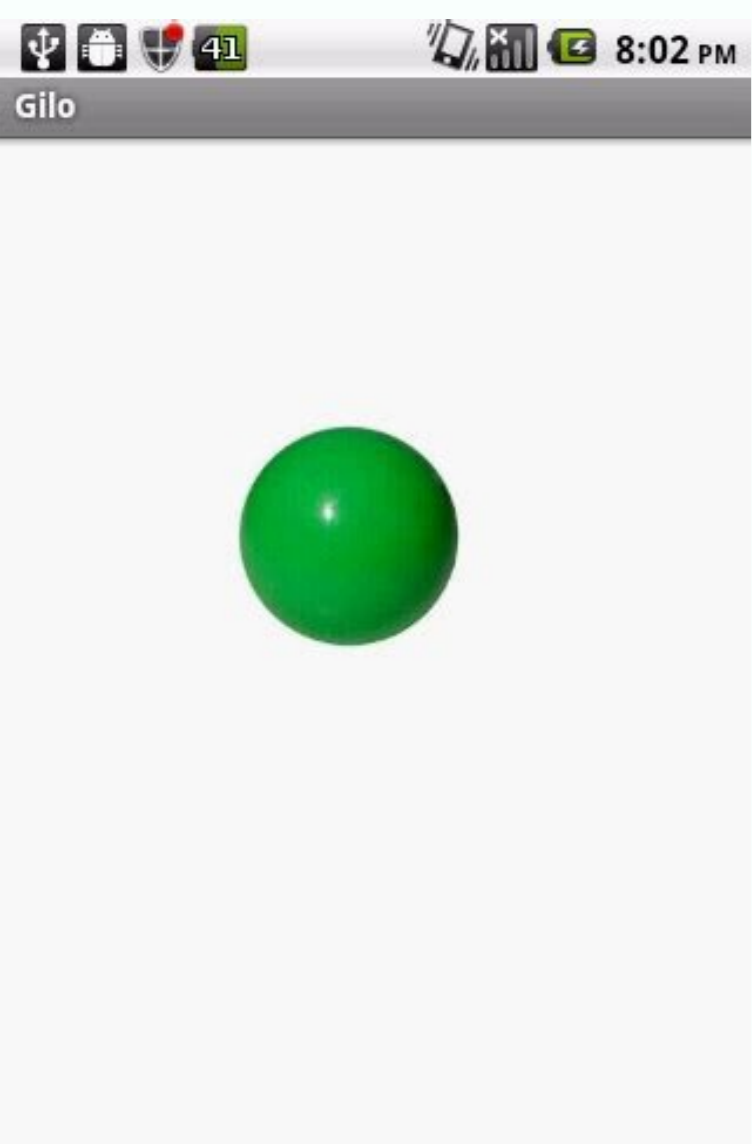


I'm not robot!



Animation & Thread



Android animator set repeat. Animator set repeat.

Photo by Aron Visuals on Unsplash Android provides us with an Animator class, which consists of a great set of functionality classes allowing us to perform any animations on our view. mNeedleAnim = ObjectAnimator.ofFloat(mNeedle, "rotation", -30, 0); mNeedleAnim.setDuration(200); mNeedleAnim.setRepeatMode(0); mNeedleAnim.setInterpolator(new LinearInterpolator()); origin: stackoverflow.com ObjectAnimator scaleDown = ObjectAnimator.ofPropertyValuesHolder(ImageView, PropertyValuesHolder.ofFloat("scaleX", 1.2f), PropertyValuesHolder.ofFloat("scaleY", 1.2f)); scaleDown.setDuration(310); scaleDown.setRepeatCount(ObjectAnimator.INFINITE); scaleDown.setRepeatMode(ObjectAnimator.REVERSE); scaleDown.start(); origin: mayubao/KuaiChuan private ObjectAnimator create(View target, String propertyName, int repeatCount, long delay, float from, float to) { ObjectAnimator animator = ObjectAnimator.ofFloat(target, propertyName, from, to); animator.setRepeatCount(repeatCount); animator.setRepeatMode(ObjectAnimator.RESTART); animator.setStartDelay(delay); return animator; } origin: glomadrain/RoadRunner@OnClick(R.id.runButton) public void runButtonClicked() { if (infiniteAnimator == null) { infiniteAnimator = ObjectAnimator.ofInt(roadRunner, ProgressRoadRunner.PROGRESS, 100); infiniteAnimator.setDuration(1000); infiniteAnimator.setRepeatMode(ObjectAnimator.RESTART); infiniteAnimator.setRepeatCount(ObjectAnimator.INFINITE); infiniteAnimator.setInterpolator(new FastOutSlowInInterpolator()); } infiniteAnimator.start(); } origin: stackoverflow.com ObjectAnimator colorAnim = ObjectAnimator.ofInt(myButton, "textColor", Color.RED, Color.TRANSPARENT); colorAnim.setDuration(1000); colorAnim.setEvaluator(new ArgbEvaluator()); colorAnim.setRepeatCount(ValueAnimator.INFINITE); colorAnim.setRepeatMode(ValueAnimator.REVERSE); colorAnim.start(); ObjectAnimator loadAnimator = ObjectAnimator.ofFloat(imageViewList, "alpha", new float[] { 1.0f, 0.5f }); loadAnimator.setDuration(500); loadAnimator.setStartDelay(100); loadAnimator.setRepeatMode(ObjectAnimator.REVERSE); loadAnimator.setRepeatCount(1); animatorList.add(loadAnimator); origin: OCNYang/Android-Animation-Set/** * ObjectAnimator usage ** @param b * @return */ public ObjectAnimator getObjectAnimator(boolean b) { if (b) { ObjectAnimator bgColorAnimator = ObjectAnimator.ofArgb(mPuppet, "backgroundColor", 0xff009688, 0xff795548); bgColorAnimator.setRepeatCount(1); bgColorAnimator.setDuration(3000); bgColorAnimator.setRepeatMode(ValueAnimator.REVERSE); bgColorAnimator.setStartDelay(0); return bgColorAnimator; } else { ObjectAnimator rotationXAnimator = ObjectAnimator.ofFloat(mPuppet, "rotationX", 0f, 360f); rotationXAnimator.setRepeatCount(1); rotationXAnimator.setDuration(3000); rotationXAnimator.setRepeatMode(ValueAnimator.REVERSE); return rotationXAnimator; } } origin: OCNYang/Android-Animation-Set/** * ObjectAnimator: You can also create multiple animations by PropertyValuesHolder. ** ValueAnimator has the same method, but we don't use it that way. #ValueAnimator.ofPropertyValuesHolder() ** @return */ public Animator getObjectAnimatorByPropertyValuesHolder() { PropertyValuesHolder bgColorAnimator = PropertyValuesHolder.ofObject("backgroundColor", new ArgbEvaluator(), 0xff009688, 0xff795548); PropertyValuesHolder rotationXAnimator = PropertyValuesHolder.ofFloat("rotationX", 0f, 360f); ObjectAnimator objectAnimator = ObjectAnimator.ofPropertyValuesHolder(mPuppet, bgColorAnimator, rotationXAnimator); objectAnimator.setDuration(3000); objectAnimator.setRepeatCount(1); objectAnimator.setRepeatMode(ValueAnimator.REVERSE); return objectAnimator; } ObjectAnimator lineAnim = ObjectAnimator.ofPropertyValuesHolder(this, pvMoveY, pvMoveX).setDuration(lineAnimDuration); lineAnim.setRepeatMode(ValueAnimator.RESTART); lineAnim.setRepeatCount(mAnimPoints.size() - 1); lineAnim.addUpdateListener(this); origin: stackoverflow.com PropertyValuesHolder scalex = PropertyValuesHolder.ofFloat(View.SCALE_X, 1.2f); PropertyValuesHolder scaley = PropertyValuesHolder.ofFloat(View.SCALE_Y, 1.2f); ObjectAnimator anim = ObjectAnimator.ofPropertyValuesHolder(btn_layer, scalex, scaley); anim.setRepeatCount(ValueAnimator.INFINITE); anim.setRepeatMode(ValueAnimator.REVERSE); anim.setDuration(1500); anim.start(); origin: appwise-labs/NoInternetDialog private void animateWifi() { wifiAnimator = ObjectAnimator.ofFloat(wifiIndicator, "alpha", 0f, 0.5f); wifiAnimator.setDuration(1500); wifiAnimator.setRepeatMode(ValueAnimator.RESTART);

```
wifiAnimator.setRepeatCount(ValueAnimator.INFINITE); wifiAnimator.start(); } origin: mime-mob/AndroidAdvanceAnimationpublic void startAnim1(View view) { final SectorView sectorView = (SectorView)findViewById(R.id.sector_view); anim4 = ObjectAnimator.ofFloat(sectorView, "fraction", 0, 1); anim4.setDuration(2000); anim4.setRepeatCount(ValueAnimator.INFINITE); anim4.setRepeatMode(ValueAnimator.RESTART); anim4.start(); } origin: mime-mob/AndroidAdvanceAnimationpublic void startAnim1(View view) { ImageView iv = (ImageView)findViewById(R.id.iv_1); anim1 = ObjectAnimator.ofFloat(iv, "rotationY", 0, 359); anim1.setDuration(1000); anim1.setRepeatCount(1); anim1.setRepeatMode(ValueAnimator.REVERSE); anim1.start(); } @Override protected void setupRepeating(Animator animation, AnimationBody animationBody) { ((ObjectAnimator) animation).setRepeatCount(animationBody.getRepeatCount() * 2 + 1); ((ObjectAnimator) animation).setRepeatMode(ValueAnimator.REVERSE); } } @Override protected void setupRepeating(Animator animation, AnimationBody animationBody) { int repeatCount = animationBody.getRepeatCount(); if (repeatCount == 0) { repeatCount = 3; } else { repeatCount *= 3; } ((ObjectAnimator) animation).setRepeatCount(repeatCount); ((ObjectAnimator) animation).setRepeatMode(ValueAnimator.REVERSE); } } origin: tajchert/WaitingDotsprivate ObjectAnimator createDotJumpAnimator(jumpingSpan jumpingSpan, long delay) { ObjectAnimator jumpAnimator = ObjectAnimator.ofFloat(jumpingSpan, "translationY", 0, jumpHeight); jumpAnimator.setEvaluator(new SinTypeEvaluator()); jumpAnimator.setDuration(period); jumpAnimator.setStartDelay(delay); jumpAnimator.setRepeatCount(ValueAnimator.INFINITE); jumpAnimator.setRepeatMode(ValueAnimator.RESTART); return jumpAnimator; } No, you can't repeat AnimatorSet, you can only repeat of a single ObjectAnimator/ ValueAnimator But you can use PropertyValuesHolder, so that you can make an ObjectAnimator from a set of PropertyValuesHolder here's example val translateY = PropertyValuesHolder.ofFloat(View.TRANSLATION_Y, -100f, 100f) val alpha = PropertyValuesHolder.ofFloat(View.ALPHA, 0.3f, 0.7f) val scaleX = PropertyValuesHolder.ofFloat(View.SCALE_X, 0.8f, 1.2f) val scaleY = PropertyValuesHolder.ofFloat(View.SCALE_Y, 0.8f, 1.2f) // and more ObjectAnimator.ofPropertyValuesHolder(myView, translateY, alpha, scaleX, scaleY).apply { interpolator = AccelerateDecelerateInterpolator() } // duration of each animation duration = 500L // repeat infinite count (you can put n times) repeatCount = ValueAnimator.INFINITE // reverse animation after finish repeatMode = ValueAnimator.REVERSE // start animation start() } Skip to content Home » Android » Android animation does not repeat I'm trying to make simple animation that would repeat several times (or infinitely). It seems that android:repeatCount does not work! Here is my animation resource from /res/anim/first_animation.xml : Unfortunately, this is limited to only one animation at once. We can not define a sequence of animations this way... Method 3 You should include the attribute android:repeatCount="infinite" But in your "scale" animation not in "set" Method 4 To get a repeating animation I utilized the animation listener, and called the animation again when it ended. This does a camera reticule focusing like animation with brackets. Here is the animation layout xml In activity: (Solve it by introducing a slight delay after animation ended). ImageView starlightImageView = new ImageView(this); starlightImageView.setImageResource(R.drawable.starlight); final AnimatorSet animate = (AnimatorSet) AnimatorInflater.loadAnimator(this, R.anim.anim_rotate_fade); AnimatorListenerAdapter animatorListener = new AnimatorListenerAdapter() { @Override public void onAnimationEnd(Animator animation) { super.onAnimationEnd(animation); new Handler().postDelayed(new Runnable() { @Override public void run() { animate.start(); } }, 1000); } }; animate.setTarget(starlightImageView); animate.addListener(animatorListener); There are a lot of classes you would like to research on, but currently I'm using objectAnimator which is highly flexible. I wouldn't recommend to use Animation or AnimationUtils: Animation AnimationUtils Animator AnimatorInflater AnimatorListener AnimatorListenerAdapter Method 18 One need to listen for completion of first animation then re-start the animation in onStopAnimation call back, give a try to this link Method 19 Little tweak to @Danufr answer to save resources from loading again. operator = (ImageView) findViewById(R.id.operator_loading); final Animation ani = AnimationUtils.loadAnimation(getApplicationContext(),R.anim.finding_operator); ani.setAnimationListener(new Animation.AnimationListener() { @Override public void onAnimationStart(Animation animation) { } @Override public void onAnimationEnd(Animation animation) { operator.startAnimation(ani); } @Override public void onAnimationRepeat(Animation animation) { } }); operator.setAnimation(ani); Method 20 I solved this problem using thread. Button btn = (Button) findViewById(R.id.buttonpush); final TextView textView = (TextView) findViewById(R.id.hello); btn.setOnClickListener(new View.OnClickListener() { @Override public void onClick(View view) { textView.setText("....."); final Animation animationtest = AnimationUtils.loadAnimation(MainActivity.this, android.R.anim.slide_in_left); animationtest.setDuration(1000); final Handler handler = new Handler(); Runnable runnable = new Runnable() { public void run() { handler.postDelayed(this, 1500); textView.startAnimation(animationtest); } }; handler.postDelayed(runnable, 500); // start handler.removeCallbacks(runnable); //STOP Timer } }); Method 21 it's working fine GifDrawable gifDrawable = (GifDrawable) gifImageView.getDrawable(); gifDrawable.setLoopCount(0); Method 22 None of the above solutions worked in my case. The solution by Danufr did work for animation set but when I was doing unit testing, my tests used to get stuck in this infinite loop. Finally, specific to my case, I needed to repeat this animation specific number of times. So, I manually added copies of my animation in anim_rot.xml in a cascaded manner adding the offset value. I know it's bad and won't work for many but it was the only workaround for my case. anim_rot.xml
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