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pack includes a couple dozen pre-registered effects. Refer to the Effects: Pre-Registered section below. Download the pack (or visit GitHub) then load it after Velocity. There's also a plugin for Angular users. The UI pack does not require jQuery to be loaded on your page. The UI pack is covered thoroughly in the Velocity.js book. Sequence Running This feature was added recently. Ensure you're using the latest version of the UI pack. Sequence running is the UI pack's solution to avoiding messy, nested animation code. For example, without the UI pack, this is the standard approach to consecutively animating separate elements: `$element1.velocity({ translateX: 100 }, 1000, function() { [tab]$element2.velocity({ translateX: 200 }, 1000, function() { [tab][tab]$element3.velocity({ translateX: 300 }, 1000); [tab] }); });` To make matters worse, if the above code were to define its animation options using Velocity's options object syntax — as opposed to the comma-separated syntax currently demonstrated — it would quickly become a nest of unmanageable code. Additional issues with this nesting approach include having your code expanding horizontally (making it difficult to browse), and the inability to easily re-arrange the order of calls in your sequence. With the UI pack's Sequence running feature, you simply use Velocity's utility function and single-object arguments syntax to create an array of Velocity call objects that make up your animation sequence. e stands for elements, p for properties, and o for options: `var mySequence = [[tab]{ e: $element1, p: { translateX: 100 }, o: { duration: 1000 } }, [tab]{ e: $element2, p: { translateX: 200 }, o: { duration: 1000 } }, [tab]{ e: $element3, p: { translateX: 300 }, o: { duration: 1000 } }]; $.Velocity.RunSequence(mySequence);` You then pass the sequence array into `$.Velocity.RunSequence()`, which will consecutively fire each call within the sequence. Sequence running also exposes a special `sequenceQueue` option which, when set to false, forces the associated call to run in parallel with the call that came before it: `var mySequence = [[tab]{ e: $element1, p: { translateX: 100 }, o: { duration: 1000 } }, [tab]/* The call below will run at the same time as the first call. */ [tab]{ e: $element2, p: { translateX: 200 }, o: { duration: 1000, sequenceQueue: false }, [tab]/* As normal, the call below will run once the second call is complete. */ [tab]{ e: $element3, p: { translateX: 300 }, o: { duration: 1000 } }; $.Velocity.RunSequence(mySequence);` Effects: Pre-Registered The UI pack includes a couple dozen pre-registered effects for you to use out of the box. Use cases for these effects include drawing the user's attention to an element, dynamically loading content, and displaying modals. Refer to the tutorial for a full overview. To trigger an effect, simply pass its name as Velocity's first argument (instead of a properties map), e.g. `$element.velocity("callout.bounce");` UI pack effects do not accept the loop, easing, or progress options. Further, they cannot be used with parallel queueing (ie. `queue: false`). Note that display: inline elements cannot take the CSS transform property (which most of the UI pack effects use). Accordingly, the UI pack automatically switches any `display: inline` elements that it animates to `display: inline-block`. Below is a listing of all pre-registered effects: Effect Stagger false 100ms 200ms 300ms Drag false true Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Effects: Behavior UI pack effects behave like normal Velocity calls; they can be chained and can take options. Elements automatically switch to `display: block/inline` when transitioning in, and back to `display: none` after transitioning out. (To prevent this behavior, pass `display: null` as an option into the UI Pack call.) Support the special stagger, drag, and backwards options. (Refer to the next section.) Browser support: Below IE10 and Android 3.0, the flip and perspective transitions gracefully fall back to simply fading in and out. In IE8, all transitions gracefully fall back to just fading in and out, and callouts (except for `callout.flash`) have no effect. There are three options that work only with UI pack effects — but not with traditional Velocity calls. They are passed into a UI pack call as standard Velocity call options: Stagger: Specify the stagger option in ms to successively delay the animation of each element in a set by the targeted amount. You can also pass in a value function to define your own stagger falloffs. Drag: Set the drag option to true to successively increase the animation duration of each element in a set. The last element will animate with a duration equal to the sequence's original value, whereas the elements before the last will have their duration values gradually approach the original value. The end result is a cross-element easing effect. Backwards: Set the backwards option to true to animate starting with the last element in a set. This option is ideal for use with an effect that transitions elements out of view since the backwards option mirrors the behavior of elements transitioning into view (which, by default, animate in the forwards direction — from the first element to the last). Refer to the tutorial for a step-by-step overview of using these options. Effects: Registration This feature was added recently. Ensure you're using the latest version of the UI pack. The UI pack allows you to register custom effects, which also accept the special stagger, drag, and backwards options. Once registered, an effect is called by passing its name as Velocity's first parameter: `$element.velocity("name")`. Benefits of custom effects include separating UI animation design from UI interaction logic, naming animations for better code organization, and packaging animations for re-use across projects and for sharing with others. A custom UI pack effect is registered with the following syntax: `$.Velocity.RegisterEffect(name, { [tab]defaultDuration: duration, [tab]calls: [[tab][tab][{ property: value }, durationPercentage, { options }], [tab][tab][{ property: value }, durationPercentage, { options }]] [tab]], [tab]reset: { property: value, property: value } });` In the above template, we pass an optional `defaultDuration` property, which specifies the duration to use for the full effect if one is not passed into the triggering Velocity call, e.g. `$element.velocity("name")`. Like a value function, `defaultDuration` also accepts a function to be run at an animation's start. This function is called once per UI pack call (regardless of how many elements are passed into the call), and is passed the raw DOM element set as both its context and its first argument. Next is the array of Velocity calls to be triggered (in order). Each call takes a standard properties map, followed by the percentage (as a decimal) of the effect's total animation duration that the call should consume (defaults to 1 if unspecified), followed by an optional animation options object. This options object only accepts Velocity's easing and delay options. Lastly, you may optionally pass in a reset property map (using standard Velocity properties and values), which immediately applies the specified properties upon completion of the effect. This is useful for when you're, say, scaling an element down to 0 (out of view) and want to return the element to `scale:1` once the element is hidden so that it's normally scaled when it's made visible again sometime in the future. Sample effect registrations: Callout: `$.Velocity.RegisterEffect("callout.pulse", { [tab]defaultDuration: 900, [tab]calls: [[tab][tab][{ scaleX: 1.1 }, 0.50], [tab][tab][{ scaleX: 1 }, 0.50] [tab]] });` `$element.velocity("callout.pulse");` Transition: `/* Registration */ $.Velocity [tab].RegisterEffect("transition.flipXIn", { [tab][tab]defaultDuration: 700, [tab][tab]calls: [[tab][tab][tab][{ opacity: 1, rotateY: [0, -55] }] [tab][tab]] [tab] });` `[tab].RegisterEffect("transition.flipXOut", { [tab][tab]defaultDuration: 700, [tab][tab]calls: [[tab][tab][tab][{ opacity: 0, rotateY: 55 }] [tab][tab]], [tab][tab]reset: { rotateY: 0 } [tab] });` `/* Usage */ $element [tab].velocity("transition.flipXIn") [tab].velocity("transition.flipXOut", { delay: 1000 });` (For additional examples, browse the UI pack's source.) Note that, if your effects' names end with `In` or `Out`, Velocity will automatically set the `display` option to "none" or the element's default type for you. In other words, elements are set to `display: block` before beginning an "In" transition or `display: none` after completing an Out transition. `/* Bypass the UI pack's automatic display setting. */ $element.velocity("transition.flipXIn", { display: null });` Below is an example of a custom UI pack effect registration. Click on the JS tab: Overview Watch the video for a full overview. Velocity Motion Designer (VMD) is a bookmarklet that you load onto a page in order to create animations in real-time. Once you're done creating, you can export your work into 1-for-1 Velocity code. (The outputted code is also compatible with jQuery — just skip the delay parameter and only use CSS properties that jQuery can animate.) VMD saves countless hours of development time by preventing constant IDE ↔ browser switching and repeated UI state retriggering. Further, it streamlines the designer → developer workflow by allowing them to work alongside one another in real-time. Documentation VMD's documentation is outputted to the browser console upon script load. Usage Note: VMD includes jQuery, Velocity, and Velocity's UI pack. You do not need to load these libraries beforehand. There are three different ways to load VMD: Drag this link into your bookmarks bar to create a bookmarklet: VMD. Thereafter, simply click the bookmarklet to activate VMD on the page you're browsing. Or, include this at the end of your page's element:

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