

Fuse

Constructor

```
var f:Fuse = new Fuse();
```



Class Methods

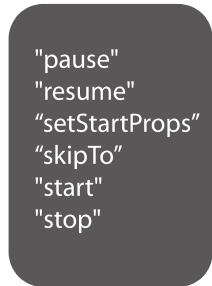
```
Fuse.getInstance()
Fuse.getInstance()
Simple Syntax
Fuse.addCommand()
Fuse.closeAndStrat()
Fuse.closeGroup()
Fuse.open()
Fuse.openGroup()
Fuse.startRecent()
```

Class Properties

```
Fuse.AUTOCLEAR = true;
Fuse.AUTOSTOP = false;
Fuse.OUTPUT_LEVEL=3/2/1;
trace(Fuse.VERSION);
```

Parseable properties

```
addTarget
alpha
args
brightness
brightOffset
colorReset
colorTransform
command:
contrast
controlX
controlY
cycles
delay/startAt
duration/seconds,/time
ease/easing
event
eventparams
extra1
extra2
fade
frame
func
height
invertColor
label
rotation
roundResults
scale
scope
size
skipLevel
startargs
startAt
startfunc
startscope
target
tint
tintPercent
trigger
updargs
updfunc
updscope
```



```
visible
width
x
xscale
y
yscale
start
action
```

Instance Methods

Build

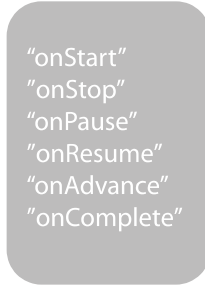
```
clone()
pop()
push()
reverse()
shift ()
slice()
splice()
unshift()
```

Play control

```
fastForward(index/label)
pause()
resume()
skipTo (index/label)
start()
stop()
```

Others

```
addEventListener( , function/object)
addTarget()
destroy()
getActiveTargets()
removeEventListener()
removeTarget()
setStartProps()
toString()
traceltems()
```



Instance Properties

```
autoClear
autoStop
currentIndex
currentLabel
duration
easing
id
label
scope
state
target
```

```
import com.mosesSupposes.fuse.*;
ZigoEngine.register( Fuse, PennerEasing, FMP, FuseItem );
or
ZigoEngine.simpleSetup(Fuse, PennerEasing, FMP, FuseItem );
```

PennerEasing

Easing equations

```
easeln
easeOut
easeInOut
easeOutIn
linear
```

```
Back
Bounce
Circ
Cubic
Elastic
Expo
Quad
Quart
Quint
Sine
```



FMP

Class Properties

```
FuseFMP.BLUR_ZERO=true;
trace(FuseFMP.VERSION);
```

FuseFMP Properties

naming convention
short-filtername+"_"+"filterprop

```
Blur_blur
Blur_blurX
Blur_blurY
DropShadow_distance
Bevel_angle
etc.
```



ZigoEngine.doTween

Tweenable Property Strings

```
_alpha
_bezier_
_brightness
_brightOffset
_colorReset
_colorTransform
_contrast
_fade
_frame
_height
_invertColor
_rotation
_scale
_size
_tint
_tintPercent
_visible
_width
_x
_xscale
_y
_yscale
```