module.CreateEffect

Create an animation effect that starts at app launch and use it to show and hide popup.

Синтаксис

var [name](#) = module.CreateEffect([Type](#))

Название	Пример	Описание
name	name	type: string Variable name for saving a group of effects (required to assign a number and other parametres to a group)
Type	IR.EFFECT_FADE	type: Object Тип эффекта
На выходе		
Object	[Object EffectPrototype]	type: Object A link to a group of animation effects

Пример

```
var Fade = module.CreateEffect(IR.EFFECT_FADE); // create a group and save it
in the variable
Fade.Group = 1000; // assign a group number
Fade.Delay = ; // a delay in performing effects
Fade.Duration = 400; // effect duration
Fade.Tween = ; // a formula to calculate an effect  (tween)
module.ShowPopup("Popup 1", 1000) // show a popoup with effects from group
1000
```

Effects:

- IR.EFFECT_FADE - appearing / disappearing;
- IR.EFFECT_ROTATE - 360 degree rotation, the rotation center is the popup middle;
- IR.EFFECT_SCALE - increasing / decreasing;
- IR.EFFECT_SLIDE - movement from side to side;
- IR.EFFECT_TVSCAN - horizontal compression;

Effect properties:

- Group (number) - the number of a group of effects where the effect is located. We recommend using group numbers starting from 1000. It will prevent you from repeating the group numbers creted by the studio. In case you want to add groups of effects created dynamically to groups of effects created in the studio, use it consciously.
- Delay (number, ms) - delay before an effect;
- Duration (number, ms) - effect duration ;
- Tween (number) - calculation formula