
CAAnimationGroup Class Reference

[Graphics & Imaging](#) > Quartz



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CAAnimationGroup Class Reference

Inherits from	CAAnimation : NSObject
Conforms to	NSCoding (CAAnimation) NSCopying (CAAnimation) CAAction (CAAnimation) CAMediaTiming (CAAnimation) NSObject (NSObject)
Framework	/System/Library/Frameworks/QuartzCore.framework
Availability	Available in Mac OS X v10.5 and later.
Declared in	CAAnimation.h
Companion guides	Core Animation Programming Guide Core Animation Cookbook

Overview

`CAAnimationGroup` allows multiple animations to be grouped and run concurrently. The grouped animations run in the time space specified by the `CAAnimationGroup` instance.

The duration of the grouped animations are not scaled to the duration of their `CAAnimationGroup`. Instead, the animations are clipped to the duration of the animation group. For example, a 10 second animation grouped within an animation group with a duration of 5 seconds will only display the first 5 seconds of the animation.

Important: The `delegate` and `removedOnCompletion` properties of animations in the `animations` (page 6) array are currently ignored. The `CAAnimationGroup` `delegate` does receive these messages.

Note: The `delegate` and `removedOnCompletion` properties of animations in the `animations` (page 6) property are currently ignored.

Tasks

Grouped Animations

`animations` (page 6) *property*

An array of `CAAnimation` objects to be evaluated in the time space of the receiver.

Properties

For more about Objective-C properties, see “Properties” in *The Objective-C 2.0 Programming Language*.

animations

An array of `CAAnimation` objects to be evaluated in the time space of the receiver.

@property(copy) NSArray *animations

Discussion

The animations run concurrently in the receiver’s time space.

Availability

Available in Mac OS X v10.5 and later.

Declared In

`CAAnimation.h`

Document Revision History

This table describes the changes to *CAAnimationGroup Class Reference*.

Date	Notes
2008-03-11	Clarified that the animations grouped within a <code>CAAnimationGroup</code> do not get delegate messages, but that the group does.
2007-10-31	Added details regarding how the duration of <code>CAAnimationGroup</code> interacts with the grouped animations.
2007-07-24	New document that describes the class that groups multiple animations into a single animation.

REVISION HISTORY

Document Revision History

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animations [instance property](#) [6](#)