**Caption**

|  |  |  |  |
| --- | --- | --- | --- |
| **Property**  | **Required**  | **Value**  | **Example**  |
| u  | required  | caption  | u="caption"  |
| t  | optional  | [integer | string]  | t="L" | t="0" | t="\*" (specify name or index of caption transition for 'Play In', '\*' means random transition.)  |
| t2  | optional  | [integer | string]  | t2="L" | t2="0" | t2="\*" (specify name or index of caption transition for 'Play out', '\*' means random transition.)  |
| d  | optional  | [integer]  | d="300" | d="-300" (delay in milliseconds to play this caption since the previous caption stopped.)  |
| du  | optional  | [integer]  | du="600" (explicitely set duration in milliseconds to 'play in'.)  |
| du2  | optional  | [integer]  | du2="600" (explicitely set duration in milliseconds for 'play out'.)  |
| position  | required  | absolute  | style="position:absolute;"  |
| top  | required  | [integer]px  | style="top:100px;"  |
| left  | required  | [integer]px  | style="left:100px;"  |
| width  | required  | [integer]px  | style="width:100px;"  |
| height  | required  | [integer]px  | style="heght:100px;"  |
| overflow  | optional  | hidden  | style="overflow:hidden;"  |

Within the process of a slide, we have 3 periods (timelines), 1:'Play in' --> 2:'Idle' --> 3:'Play out'.

And we have 3 types of transitions, 't', 't2' and 't3'.
't' plays to appear, 't2' and 't3' plays to disappear.

If 't3' is specified, 't2' will be ignored. The difference of 't2' and 't3' is that 't3' is in the timeline of 'Play in', 't2' is in the timeline of 'Play out'.

Given a caption specified with a transition name, you can (not necessary) make
a bit change of behavior by specify 'd', 'du', 'x', 'y', 'z', 'r', 'f', 'b' atrributes.
<div u="caption" t="transition-name" d="-300" du="600" x="0.6" y="0.6" z="3" r="0.2" ...>...</div>
<div u="caption" t2="transition-name" du2="600" x2="0.3" r2="3" ...>...</div>
<div u="caption" t3="transition-name" du3="1800" x2="4" f2="0.5" ...>...</div>

d: a numeric value in milliseconds means delay of animation
du: a numeric value in milleseconds means duration of the animation
x: a numeric value in ratio means the caption will fly horizontal by distance of
parent container width
y: a numeric value in ratio means the caption will fly vertical by distance of
parent container width
z: a numeric value in ratio means the caption will zoom by
r: a numeric value means the caption will rotate by, 1 equas 360 degree.
f: a numeric value (from 0 to 1) means the caption will fade by.
b: a numeric value (in milliseconds) indicates an explicit begin time to start
animation. By default, captions play in one by one. But if a caption specified
with 'b' explicitly, it breaks the streamline.
Note: 'du', 'x', 'y', 'z', 'r' and 'f' can be percentage value, if a percentage value
is specified, the final behavior is a percent of original transition.