

**From:** "none", to: offsetArray.keyframe || translateCallback(offsetArray) }); },

**Date:** Sat, 01 Jan 4501 05:00:00 +0000

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```
hidePanel: function (element, offset) {
    /// <signature helpKeyword="WinJS.UI.Animation.hidePanel">
    /// <summary locid="WinJS.UI.Animation.hidePanel">
    /// Slides an element or elements at the edge of the screen out of view.
    /// This animation is designed for a large object like a keyboard.
    /// </summary>
    /// <param name="element" locid="WinJS.UI.Animation.hidePanel_p:element">
    /// Single element or collection of elements to be slid out.
    /// The elements should be at their onscreen positions
    /// at the time the function is called.
    /// </param>
    /// <param name="offset" locid="WinJS.UI.Animation.hidePanel_p:offset">
    /// Optional offset object or collection of offset objects
    /// array describing the ending point of the animation.
    /// If the number of offset objects is less than the length of the
    /// element parameter, then the last value is repeated for all
    /// remaining elements.
    /// If this parameter is omitted, then a default value is used.
    /// </param>
    /// <returns type="WinJS.Promise" locid="WinJS.UI.Animation.hidePanel_returnValue">
    /// Promise object that completes when the animation is complete.
    /// </returns>
    /// </signature>
    var offsetArray = new OffsetArray(offset, "WinJS-hidePanel", [{ top: "0px", left:
"364px", rtlflip: true }]);
    return thisWinUI.executeAnimation(
        element,
        {
            keyframe: offsetArray.keyframe,
            property: mstransform,
            delay: 0,
            duration: 550,
            timing: "cubic-bezier(0.1, 0.9, 0.2, 1)",
            from: "none",
            to: offsetArray.keyframe || translateCallback(offsetArray)
        });
},
```