```
swipeDeselect: function (deselected, selection) {
    /// <signature helpKeyword="WinJS.UI.Animation.swipeDeselect">
    /// <summary locid="WinJS.UI.Animation.swipeDeselect">
    /// Slide a swipe-deselected object back into position when the
    /// pointer is released, and hide the selection mark.
    /// </summary>
    /// <param name="deselected"
locid="WinJS.UI.Animation.swipeDeselect_p:deselected">
    /// Single element or collection of elements being deselected.
    /// At the end of the animation, the elements' properties have been
    /// returned to normal.
    /// </param>
    /// <param name="selection" locid="WinJS.UI.Animation.swipeDeselect_p:selection">
    /// Single element or collection of elements that is the selection mark.
    /// </param>
    /// <returns type="WinJS.Promise"
locid="WinJS.UI.Animation.swipeDeselect_returnValue">
    /// Promise object that completes when the animation is complete.
    /// </returns>
    /// </signature>
    var promise1 = thisWinUI.executeTransition(
        deselected,
        {
            property: mstransform,
            delay: 0,
            duration: 300,
            timing: "cubic-bezier(0.1, 0.9, 0.2, 1)",
            to: ""
        });
```