Type	method of Display class	
Overview	Raise movement of display object	
Return value	self (display object itself)	
See also	Display class	

Overview

This method makes a Display class object to shift target point with time from current location. The parameter of this method is a single table.

Syntax

In the calling function in Lua language, if it receives only a single table, the parenthesis can be omitted.
Therefore, there is no need to write parentheses.
For the single shift

```
obj:shift{time=n, x=n, y=n, rot = n, scale = n, alpha = n, scaleX = n, scaleY = n}
```

where n is a number.

For multiple and chained shifts,

```
obj:shift{
    loops = n, --(optional)
    onEnd = function, --(optional)
    {time=n, x=n, y=n, rot = n, scale = n, alpha = n, scaleX = n, scaleY = n},
    {time=n, x=n, y=n, rot = n, scale = n, alpha = n, scaleX = n, scaleY = n},
    ....
    {time=n, x=n, y=n, rot = n, scale = n, alpha = n, scaleX = n, scaleY = n},
}
```

- loops : number of repetition (INF for infinite repetition)
- onEnd: the function that is called when all the shifts are completed

Examples

(single shift)

```
local img = Image('moon.png')
img:shift{time=500, x=0, y=0, scale = 2 }
```

(multiple and chained shifts)

```
local img = Image('moon.png')
img:shift {
    loops=3,
    onEnd = function() print('finished') end,
    {time = 1000, x=1080},
    {time = 1000, y=1920},
    {time = 1000, x=0, y=0, scale=0.5, alpha=0},
    {time = 500, alpha=1},
}
```