
Subject: Re: styling of widgets (animation / look and feel)

Posted by [mirek](#) on Thu, 20 Apr 2023 06:58:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

dodobar wrote on Thu, 20 April 2023 00:37I appreciate your perspective on a primary use cases of U++ .

However, I believe that incorporating simple animation and a rich set of styling abilities can still be beneficial to U++ users, even for those focused on engineering or business applications.

Enhanced user experience:

Simple animation and styling can improve user satisfaction and productivity, making software navigation easier and reducing learning curves.

They want to use your software because it's form and function are in-line.

Attract diverse developers:

A flexible styling system can appeal to a broader range of developers (front end and backend) , expanding the U++ community and encouraging innovation.

modern interfaces are exactly that "modern" and I feel it's important for a framework to offer that, after all it's fundamentally a UI "user interface"

Cheers

We already have flexible styling, which admittedly does not support animations yet. I am willing to consider adding animation support there, but it really has to be cheap...

Any suggestions? (but not empty statements, show me the code).
