Subject: Re: Cubic-Bézier Easing + AnimateProperty for U++ Animations
Posted by dodobar on Tue, 03 Jun 2025 01:54:10 GMT

Hi Didier,

Sorry for the confusion--my post was prepared against the
2025.1 snapshot (commit from 25 May).

Since then, master shuffled a few headers...

Animate is now in CtrlUtil

uppsrc/CtrlLib/CtrlUtil.h

I have not committed a version in my fork yet as hoping that @mirek-fidler feels this is a worthy addition
and I promised I would work on this.
once in the master / approved I will begin creating some nice examples

cheers
note: makefiles and builds is definitely not my strong point, but I'm trying to build this weakness up.