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## Subject: Cubic-Bézier Easing + AnimateProperty for U++ Animations

Posted by [dodobar](#) on Mon, 02 Jun 2025 09:52:34 GMT

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Hi everyone,

U++ 2025.1 shipped an awesome Animate().

Here's a tiny, header-only patch that adds cubic-Bézier curves and lets you tween **any** property--not just rectangles.

### WHAT'S INSIDE

de Casteljau cubic-Bézier evaluator

Presets: EaseLinear, EaseInQuad, EaseOutQuad,  
EaseInOutQuad, EaseOutBounce ... add your own

- Core/Util.h overload  
Lerp(a, b, t, Easing::Fn) // falls back to old behaviour if Fn == nullptr
- CtrlLib/CtrlUtil.h additions  
Animate().Easing(fn) // drop-in upgrade  
template AnimateProperty<T> // animate pos, size, colour, opacity, angle...

Overhead: four multiplies per frame.

Behaviour: identical to CSS, Qt, WPF, Flutter cubic-Bézier timing.

### EXAMPLE SNIPPETS

```
// 1. Ease-in-out slide
Animate(panel).Time(400)
    .Easing(Easing::EaseInOutQuad)
    .Pos(Rect(40,40,200,100))
    .Run();
```

```
// 2. Generic fade
AnimateProperty<double>(1.0, 0.0,
    [&](double a){ dlg.SetOpacity(a); }, 250, Easing::EaseLinear);
```

```
// 3. Designer curve (CSS "ease-out-expo")
auto expo = Easing::Bezier(0.19, 1.0, 0.22, 1.0);
AnimateProperty<Color>(Red, Blue,
    [&](Color c){ btn.SetInk(c); }, 500, expo);
```

## WHY BOTHER?

- Industry-standard curves--instantly familiar to web/UI designers.
- Zero ABI churn--everything is inline.
- Keeps U++ lean yet modern; linear remains the default.
- Future-proof--springs or LUT curves can reuse the same `Easing::Fn` typedef.`

## GITHUB DISCUSSION / CODE

<https://github.com/ultimatepp/ultimatepp/discussions/274>

**\*\*How to try:\*\***

1. Drop `Easing.h`` into `CtrlLib*`.
2. Add the 4-arg `Lerp`` to `Core/Util.h*`.
3. Extend `CtrlLib/CtrlUtil.h*` with `.Easing()` and `AnimateProperty<>``.
4. Re-build TheIDE (or run `umk uppsrc theide CLANG -a``).  
Your widgets will glide.

Feedback--or extra easing presets--welcome!

Cheers,  
Curt

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Subject: Re: Cubic-Bézier Easing + AnimateProperty for U++ Animations  
Posted by [Didier](#) on Mon, 02 Jun 2025 18:07:47 GMT  
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Sounds great  
I'll give it a try right away

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Subject: Re: Cubic-Bézier Easing + AnimateProperty for U++ Animations  
Posted by [Didier](#) on Mon, 02 Jun 2025 20:28:04 GMT  
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Hello,

Which Upp Git version are you working with ?  
In the latest master, there are no `Lerp.h` nor `Animate.h` files

I put the "Lerp.h" code in `Core/Util.h` (just under the `Lerp()` definition  
As for the `Animate.h` code: I think it can go in `CtrlUtil.h` ... But I think a little bit more explanations  
and code example are necessary here

Can you please add some additional info ?

Thank you

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Subject: Re: Cubic-Bézier Easing + AnimateProperty for U++ Animations

Posted by [dodobar](#) on Tue, 03 Jun 2025 01:54:10 GMT

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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.

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Subject: Re: Cubic-Bézier Easing + AnimateProperty for U++ Animations

Posted by [dodobar](#) on Mon, 16 Jun 2025 05:14:21 GMT

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there are some minor updates if you follow the discussion on github  
( just for your info)

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