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