Manipulating Animation Keyframe Sequences

This method allows to modify specific keyframes of a previously initialized keyframe sequence.

Define Keyframe Values

Size of array must be equal with the number of values that are already assigned to each keyframe (numberOfComponents).

```
    Float keyFrameManipulationValues[3] =
    {
        1.0, 1.0, 11.0
    };
```

Set Keyframe Values

Values will be attached to one keyframe.

```
    m_keyframeSequence->SetKeyframeValues(1, keyFrameManipulationValues[0]);
```

See also:

Candera::Animation::AnimationKeyframeSequence::SetKeyframeValues

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