

Candera Transitions

This version introduces a basic transition framework to [Candera](#) to allow activation and deactivation of nodes or scenes using configurable transition fragments based on a set of rules and a request. Currently only fading and switching is supported. For details on how to use the transition framework please refer to [PID_app_dev_tutorial_11](#) on how to use the framework as well as the documentation of the [Transitions::TransitionStrategy](#), which lies at the core of the framework.

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