

Transitions

Sequential Transitions - Extended Hint Constructor

The constructor for Transition Hints has been extended in order to reflect the newly added ability to execute Transitions in a sequential manner.

The added parameters are:

```
const FeatStd::Optional<FragmentStrategy>& activationStrategy  
const FeatStd::Optional<FragmentStrategy>& deactivationStrategy  
const FeatStd::Optional<Float>& activationDelay  
const FeatStd::Optional<Float>& deactivationDelay
```

FragmentStrategy is a new enum type consisting of:

- Normal
- Early
- Late

Transition Rules - Check if Rule is Bidirectional

The Rule class has a new method called `bool Rule::IsBidirectional() const`, which returns, whether the Transition Rule is set to be bidirectional or not.

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