Document Revision History

This table describes the changes to *Core Animation Programming Guide*.

Date	Notes
2015–03–09	Added brief discussion of CAMetalLayer among possible layer classes.
2013–01–28	Major revamp, reorganization, and expansion to cover modern Core Animation behavior in iOS and OS X.
	Incorporated the content of *Animation Types and Timing Programming Guide* into this document.
2010–09–24	Updated the document to reflect Core Animation support in iOS 4.2.
2010–08–12	Corrected iOS origin information. Clarified that the coordinate system origin used in the examples are based on the OS X model.
2010–05–25	Corrected autoresizing masks table.
2010–03–24	Added missing constant to the contentGravity property resizing table in Providing Layer Content.
2010–02–24	Updated Core Animation Kiosk Style Menu tutorial project.
2010–01–20	Updated infinite value for repeatCount.
2009–10–19	Modified section headings.
2009–08–13	Corrected availability of cornerRadius on iOS v 3.0 and later.
2008–11–13	Introduces iOS SDK content to OS X content. Corrects frame animation capabilities.
2008–09–09	Corrected typos.
2008–06–18	Updated for iOS.
2008–05–06	Corrected typos.
2008–03–11	Corrected typos.
2008–02–08	Corrected typos. Corrected RadiansToDegrees() calculation.
2007–12–11	Corrected typos.
2007–10–31	Added information on the presentation tree. Added example application walkthough.