Timelines

timeline_builder

build()

node

node

Implements
lib::ref_counted
protocol

passive_timeline

m_rootnode

timeline_node *add_node(node, passive_region)
timeline_delay *add_delay(timeout)

build()

activate()

timeline_node

timeline_node_transition *add_transition()

timeline_node_transition

add_lhs(...)
add_rhs(...)

0..1

1

1

1

1

1

1

*

1

node

1

1

active_action

active_dependency

Implements
lib::ref_counted
protocol

active_timeline

preroll()
start(event *playdone)
stop()

*

1

1

1

*

1

*

1

1

renderer_factory

passive_region

1

1

1

active_renderer

*

1

event_processor

clock

1

0..1

active_region

1