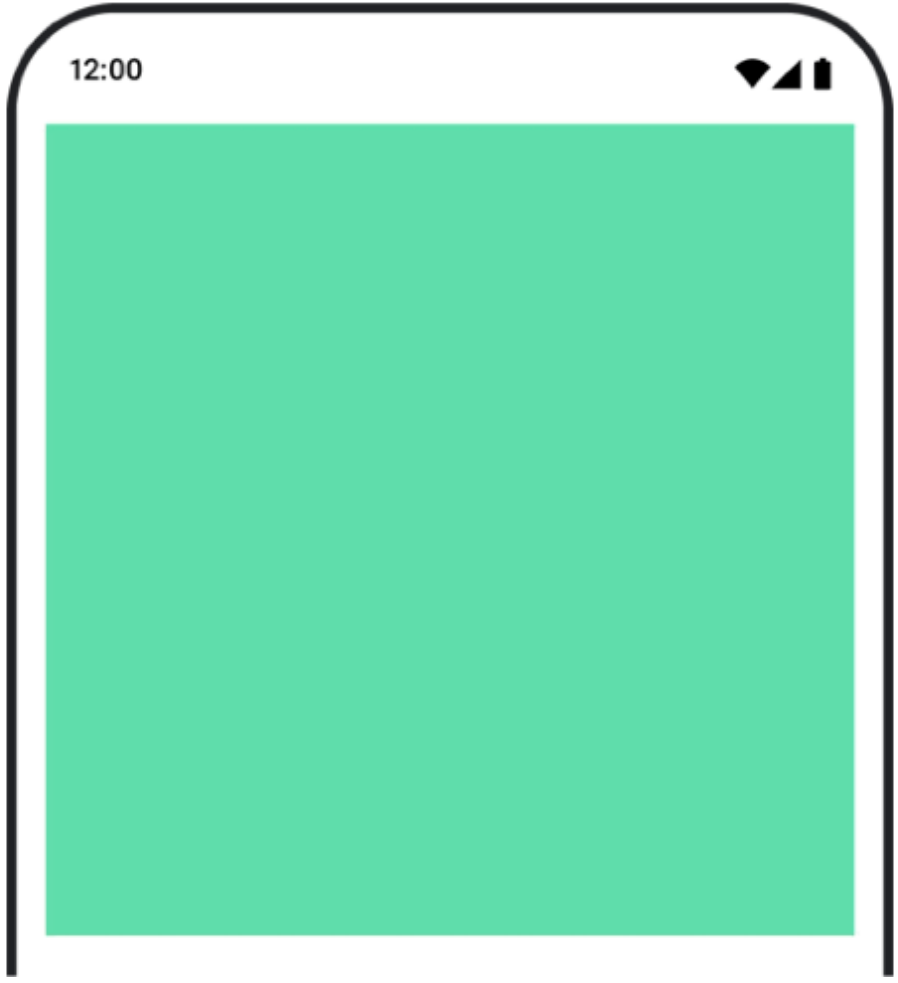
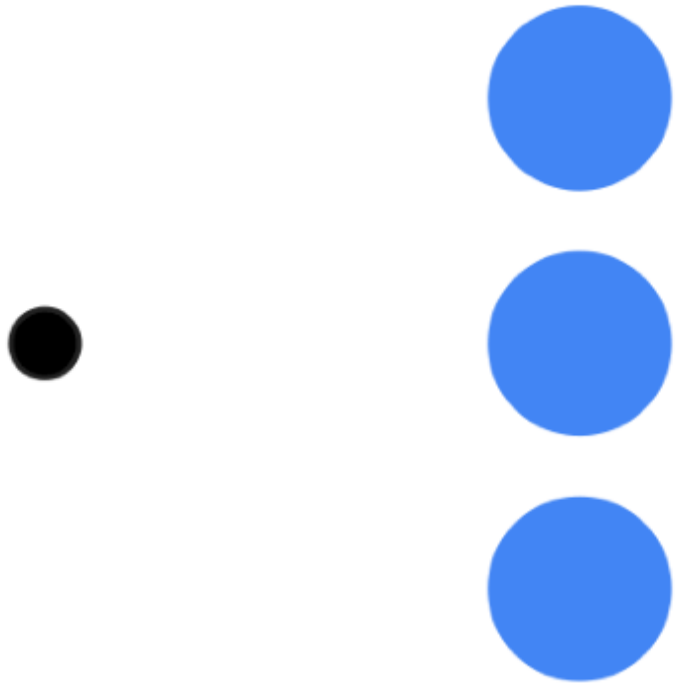
#AMxDC24

@ElizaCamber

mkodo

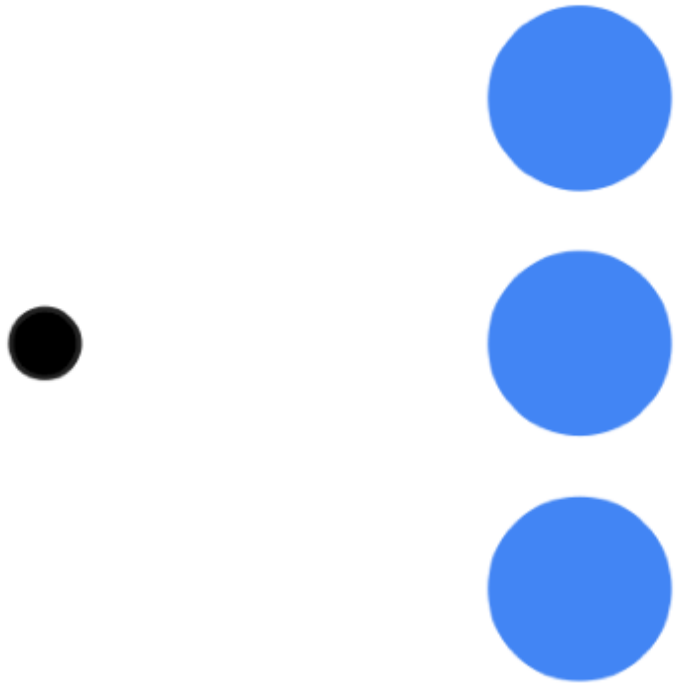
Value change APIs


12:00

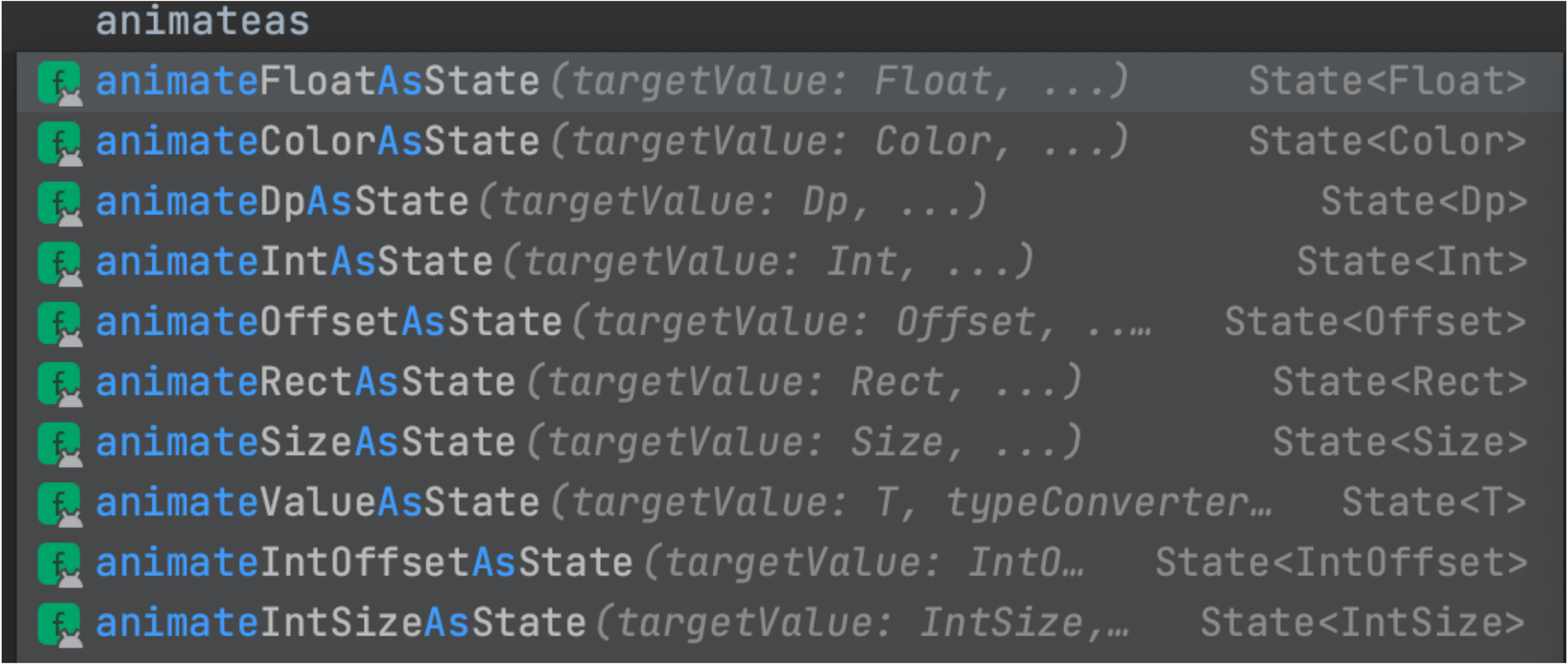


Single:

Multiple:



animate*AsState


animateas
animateFloatAsState(targetValue: Float, ...) State<Float>
animateColorAsState(targetValue: Color, ...) State<Color>
animateDpAsState(targetValue: Dp, ...) State<Dp>
animateIntAsState(targetValue: Int, ...) State<Int>
animateOffsetAsState(targetValue: Offset, ...… State<Offset>
animateRectAsState(targetValue: Rect, ...) State<Rect>
animateSizeAsState(targetValue: Size, ...) State<Size>
animateValueAsState(targetValue: T, typeConverter… State<T>
animateIntOffsetAsState(targetValue: IntO… State<IntOffset>
animateIntSizeAsState(targetValue: IntSize,… State<IntSize>