Tweening

tween-demo.png

Purpose

- A playground to experiment with the tweener
- Five scenes
  - Basic Tween Types
    - The image shows Painter displaying a TweenerFlex tile.
    - TweenerFlex tiles expose every possible parameter for you to play with.
      - The visible fields change as you select different tween varieties.
        - This is done entirely with TPT attributes!
    - The other tiles use an asset to set up the tweens.
    - Please read the tweener documentation or it may be really confusing!
  - GameObjectExamples: Several examples of GameObject tweens
    - Bezier Tween: animate a G.O. on a Bezier path
    - GoSequence: play a sequence of tweens on a G.O. from an asset.
    - SimpleGameObjTween: as it says
    - Spline Tween : shows how to use a Unity spline to animate a G.O. position
      - Note: just an example, not an alternative to the various spline components from Unity.
      - Requires the Splines package
    - TextFontSize: How to tween something with a simple `float`
  - MatrixTweenPlayground
    - Here are four TweenerFlex tiles preset with a few different types of tweens.
  - MoreStrangeTweens
    - Illustrates some interesting things you can do with Matrix tweens using the three types of tweener tiles.
  - StressTest
    - This runs almost 400 sequences and several color tweens simultaneously. Use the TPT SysInfo window with 'Show Tweener...' checked and you can observe the frame rate.
    - You can also use the Services Inspector or Tween Monitor to show the tweener status. Note however that it can slow down execution: try it with the Stress Test.

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