

Tween Monitor

The Tween monitor displays information about all running tweens. It's handy to use when creating tweens because you can see every detail about the tween and its progress.

If there are many tweens running at the same time this window **WILL** affect performance and can cause stuttering.

Here's an example of a single tween:

[tween-monitor.png](#)

Basic Information about the Tweener itself includes:

- How many Tweens and Sequences are running.
- The size of the 'object' pools for Tweens and Sequences.

This is followed by a list of the 'ToString' methods of each Tween and Sequence.

Let's break up this Tween status string to see what it means:

- Tween ID and the name of its parent TPT tile.
 - If the name of a tween or sequence starts with `[GO]` then it's a GameObject tween (or sequence) and not a TPT tile tween.
- If the Tween is part of a sequence it's sequence ID is next.
- The name, location, and Tilemap for the parent TPT tile and the tile's Instance ID and GUID.
- Sanity Information: Sane means that the important variables haven't suddenly become null.
 - A TPT tile can be deleted during a tween so this is important!
 - Invalid true means that the tween is going to be deleted:
 - It's complete
 - It's become 'Unsane'
- The Tween's Duration (how long it takes to complete)
- How many loops.
- The progress: ranges between 0 and 1.
- What type of loop?
- If Ping-Pong is the loop in the forward (ping) or backward (pong) part of the loop?
- How many loops have completed.
- What time the Tween started.
- What's being tweened (EaseTarget)
- Starting and current values

This is a lot of information but it's very structured and easy to understand after a while.

Revision #4

Created 2025-07-05 17:22:46 UTC by Vonchor

Updated 2025-08-26 17:59:35 UTC by Vonchor