

# Version 6 Improvements

Tweens can be paused with `PauseTween`. Pause state can be queried with `TweenIsPaused`.

RUNNING sequences can be paused with `PauseSequence`. Pause state can be queried with `SequenceIsPaused`.

PENDING sequence instances (live but not running yet ie `PlaySequence` not used) can be obtained with `GetPendingSequence`.

The `TweenMonitor` has been updated to show paused state for Tweens and sequences.

`TpTweenFlex` and `TpTweenSeq` tiles have a new button that can be used to pause a tile or sequence.

- These tiles also have a new info field in the inspector which shows running or paused states.

Sequences have an added `'UserData'` property for adding an arbitrary object.

`PlaySequence` can have a `UnityEngine.Object` as the parent, not just a TPT tile.

The `IsRunningSequence` property can be used to determine if a sequence is running.

A new callback is available for tweens: `Finalize`. This is an Action internally-called by the Tweener just before `OnFinished` is invoked.

- Can be used by a custom tween for cleanup such as restoring the original position of a GO, see `ShakeGameObject`

Added new special `GameObject` tweens:

- `ShakeGameObject`
- `SpriteRendererAlphaTween`
- `SpriteRendererShaderTween`
- Awaitable `MoveGameObject`
- Generic tweens for any `Vector3` or float value: provide a Func for `'Get'` and an Action for `'Set'`.

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