

# Introduction

This is an easy-to-use toolkit. You can use JunTween to combine various Tween animations.

Includes visual editor, no additional coding required.

Including, position, rotate, Scale, Color, Alpha, FieldOfView, Path and so on.

## Features

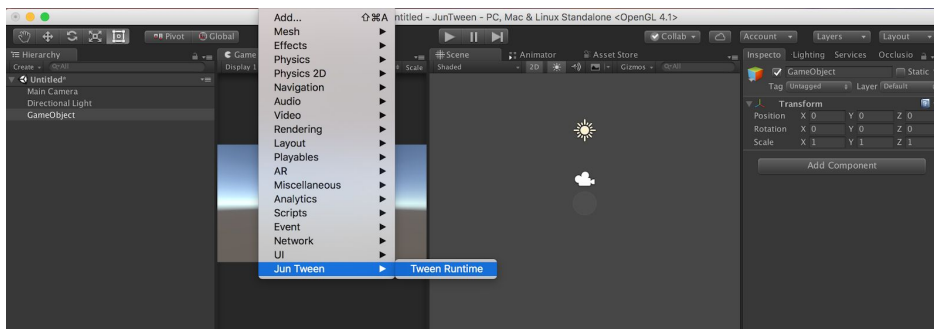
- Very easy to setup, no programming required.
- You can set the scope of each component, more flexible control of the animation.
- A component can contain multiple Tween
- You can customize the animation curve

Write all the code in C#, no dll

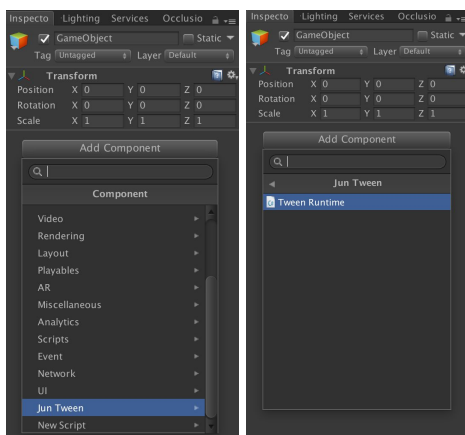
If you need any help, you can visit our onl

## Getting started

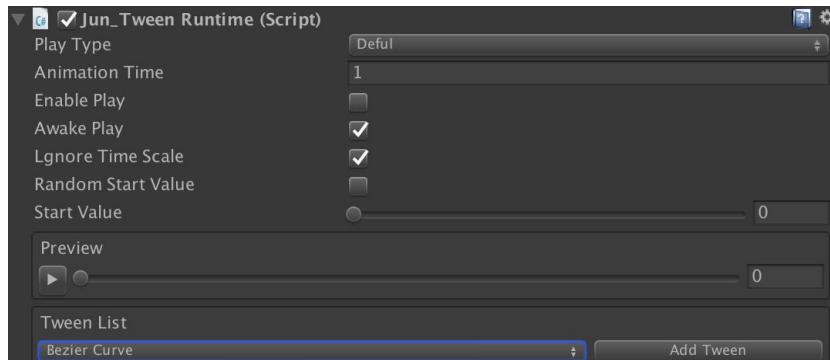
Method one :



Method two:



# TweenSetting



**Play Type:**Play type contains,One,Loop,PingPong

**Animation Time:**Set the playing time

**Enable Play:**Play in OnEnable

**Awake Play:**Play in Awake

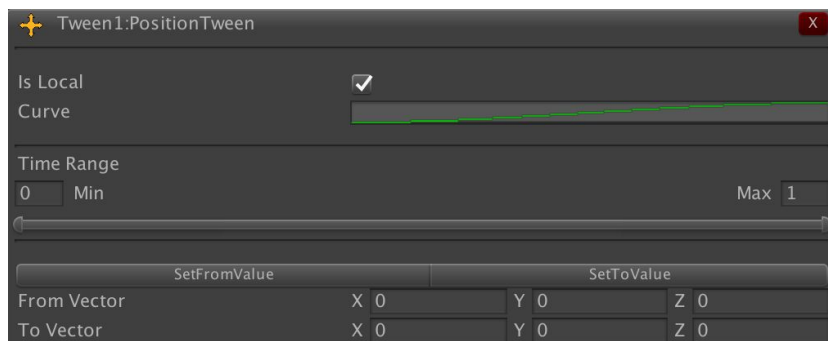
**Lgnore Time Scale:**Set whether Tween is affected by TimeScale

**Random Start Value:**Whether to start the animation from a random position

**Start Value:**Manually set the animation start time

**Preview:**Can preview animation

## PositionTween



**IsLocal:**The animation's coordinate system is world or local

**Curve:**Edit the animation curve

**TimeRange:**Set tween control range

**Min:**Starting time

**Max:**End Time

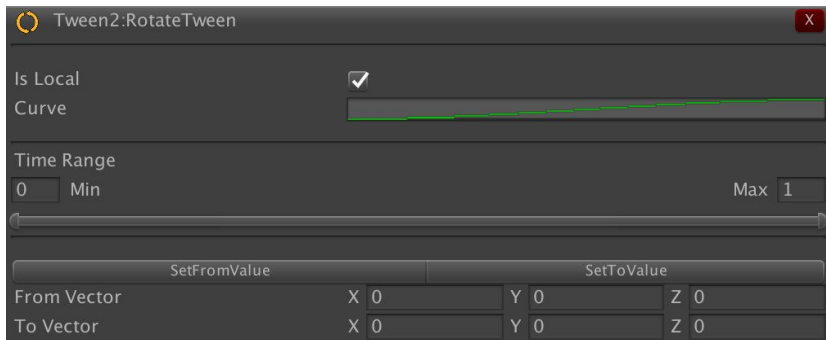
**SetFromValue:**Set the start value to the current value

**SetToValue:**Set the target value to the current value

**FromVector:**Set the start value

**ToVector:**Set the target value

## RotateTween



**IsLocal:**The animation's coordinate system is world or local

**Curve:**Edit the animation curve

**TimeRange:**Set tween control range

**Min:**Starting time

**Max:**End Time

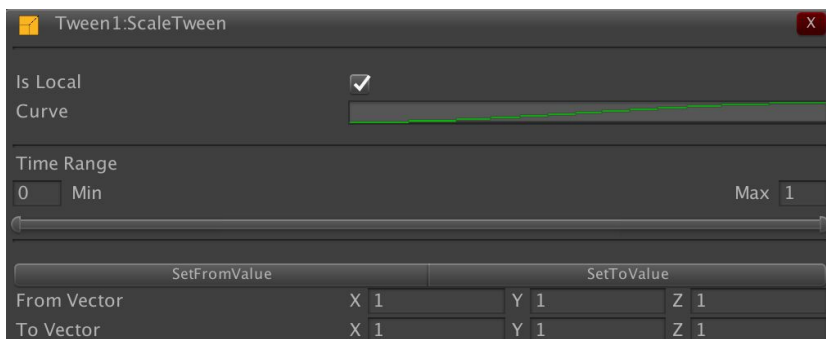
**SetFromValue:**Set the start value to the current value

**SetToValue:**Set the target value to the current value

**FromVector:**Set the start value

**ToVector:**Set the target value

## ScaleTween



**IsLocal:**The animation's coordinate system is world or local

**Curve:**Edit the animation curve

**TimeRange:**Set tween control range

**Min:**Starting time

**Max:**End Time

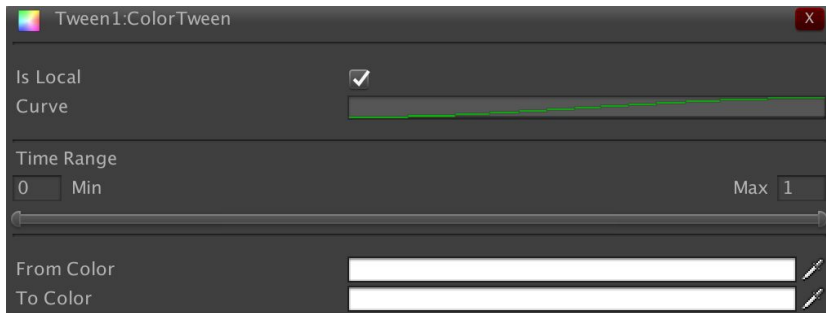
**SetFromValue:**Set the start value to the current value

**SetToValue:**Set the target value to the current value

**FromVector:**Set the start value

**ToVector:**Set the target value

## ColorTween



**IsLocal:**The animation's coordinate system is world or local

**Curve:**Edit the animation curve

**TimeRange:**Set tween control range

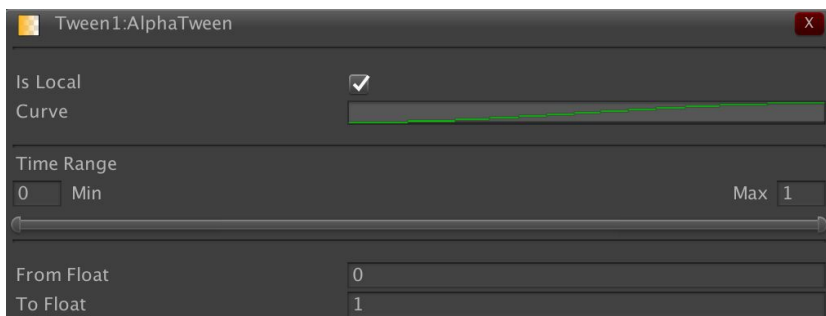
**Min:**Starting time

**Max:**End Time

**FromColor:**Set the start color

**ToColor:**Set the target color

## AlphaTween



**IsLocal:**The animation's coordinate system is world or local

**Curve:**Edit the animation curve

**TimeRange:**Set tween control range

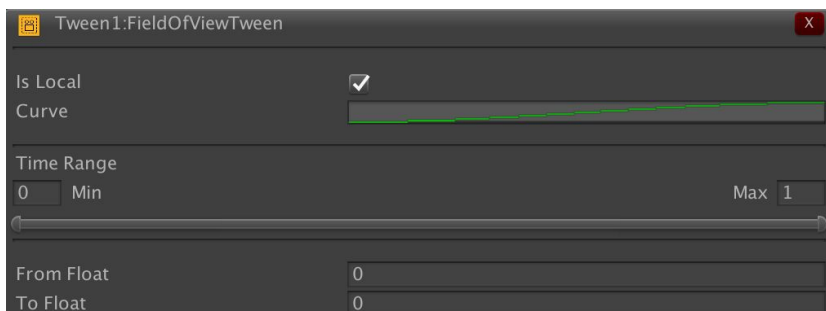
**Min:**Starting time

**Max:**End Time

**FromFloat:**Set the start value

**ToFloat:**Set the target value

## FiledOfViewTween



**IsLocal:**The animation's coordinate system is world or local

**Curve:**Edit the animation curve

**TimeRange:**Set tween control range

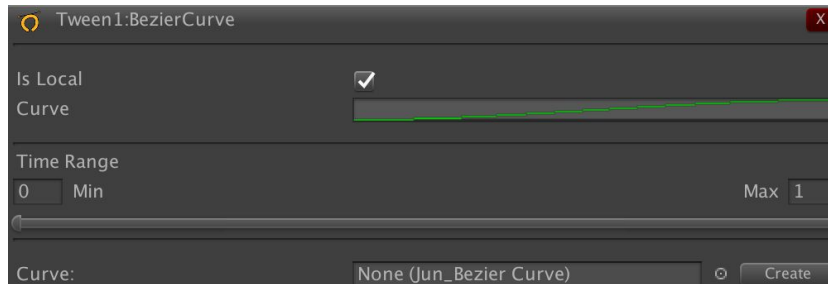
**Min:**Starting time

**Max:**End Time

**FromFloat:**Set the start value

**ToFloat:**Set the target value

## PathTween



**IsLocal:**The animation's coordinate system is world or local

**Curve:**Edit the animation curve

**TimeRange:**Set tween control range

**Min:**Starting time

**Max:**End Time

**Curve:**Set the bezier curve