SVELTE • REFERENCE

svelte/motion

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```
import { spring, tweened } from 'svelte/motion';
```

spring

The spring function in Svelte creates a store whose value is animated, with a motion that simulates the behavior of a spring. This means when the value changes, instead of transitioning at a steady rate, it "bounces" like a spring would, depending on the physics parameters provided. This adds a level of realism to the transitions and can enhance the user experience.

```
function spring<T = any>(
  value?: T | undefined,
  opts?: SpringOpts | undefined
): Spring<T>;
```

tweened

A tweened store in Svelte is a special type of store that provides smooth transitions between state values over time.

```
function tweened<T>(
  value?: T | undefined,
  defaults?: TweenedOptions<T> | undefined
): Tweened<T>;
```

Docs

```
interface Spring<T> extends Readable<T> {…}
```

```
set: (new_value: T, opts?: SpringUpdateOpts) => Promise<void>;
```

```
update: (fn: Updater<T>, opts?: SpringUpdateOpts) => Promise<void>;
```

```
precision: number;
```

```
damping: number;
```

```
stiffness: number;
```

Tweened

```
interface Tweened<T> extends Readable<T> {…}
```

```
set(value: T, opts?: TweenedOptions<T>): Promise<void>;
```

```
update(updater: Updater<T>, opts?: TweenedOptions<T>): Promise<void>;
```

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Docs