PLAYMAKER ACTIONS FOR DOTWEEN

BY DOOZY ENTERTAINMENT

V 1.2

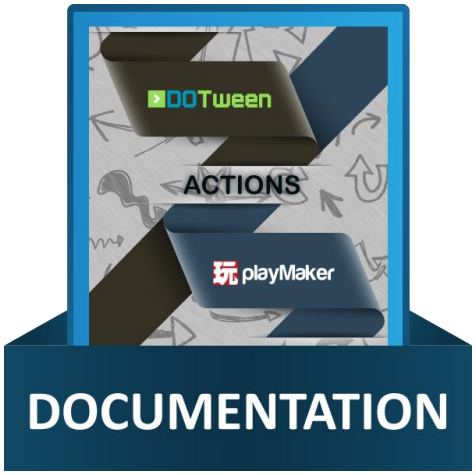


TABLE OF CONTENTS

Playmaker Actions for DOTween 1

by Doozy Entertainment 1

Solutions! Playmaker Actions for DOTween solve the following problems 8

Quick Start: How to setup you scene to utilize Playmaker Actions for DOTween 8

Video Tutorials 8

Animate Variables 9

- DOTween Animate Color 9
- DOTween Animate Float 10
- DOTween Animate Int 11
- DOTween Animate Rect 12
- DOTween Animate String 13
- DOTween Animate Vector2 14
- DOTween Animate Vector3 15

AudioMixer 16

- DOTween Audio Mixer Set Float 16

AudioSource 17

- DOTween AudioSource Fade Volume 17
- DOTween AudioSource Fade Pitch 18

Camera 19

- DOTween Camera Aspect 19
- DOTween Camera Color 20
- DOTween Camera Far Clip Plane 21
- DOTween Camera Field Of View 22
- DOTween Camera Near Clip Plane 23
- DOTween Camera Ortho Size 24
- DOTween Camera Pixel Rect 25

DOTween Camera Rect 26
DOTween Camera Shake Position 27
DOTween Camera Shake Rotation 28
Light 29
DOTween Light Color 29
DOTween Light Intensity 30
DOTween Light Shadow Strength 31
Line Renderer 32
DOTween Line Renderer Color 32
Material 33
DOTween Material Blendable Color 33
DOTween Material Color 34
DOTween Material Fade 35
DOTween Material Fade Property 36
DOTween Material Float Property 37
DOTween Material Offset 38
DOTween Material Offset Property 39
DOTween Material Tiling 40
DOTween Material Tiling Property 41
DOTween Material Vector Property 42
RigidBody 43
DOTween Rigidbody Jump 43
DOTween Rigidbody Look At GameObject 44
DOTween Rigidbody Look At Position 45
DOTween Rigidbody Move 46
DOTween Rigidbody Move X 47
DOTween Rigidbody Move Y 48
DOTween Rigidbody Move Z 49
DOTween Rigidbody Rotate 50
RigidBody 2D 51
DOTween Rigidbody 2D Jump 51
DOTween Rigidbody 2D Move 52
DOTween Rigidbody 2D Move X 53
DOTween Rigidbody 2D Move Y 54
DOTween Rigidbody 2D Rotate 55
Sprite Renderer 56
DOTween Sprite Renderer Blendable Color 56
DOTween Sprite Renderer Color 57
DOTween Sprite Renderer Fade 58

Trail Renderer 59
DOTween Trail Renderer Resize 59
DOTween Trail Renderer Time 60
Transform 61
DOTween Transform bLENDABLE lOCAL mOVE bY 61
DOTween Transform bLENDABLE lOCAL Rotate bY 62
DOTween Transform bLENDABLE mOVE bY 63
DOTween Transform bLENDABLE Rotate bY 64
DOTween Transform bLENDABLE Scale bY 65
DOTween Transform Jump 66
DOTween Transform Local Jump 67
DOTween Transform Local Move 68
DOTween Transform Local Move X 69
DOTween Transform Local Move Y 70
DOTween Transform Local Move Z 71
DOTween Transform Local Path 72
DOTween Transform Local Rotate 73
DOTween Transform Look At Game Object 74
DOTween Transform Look At Position 75
DOTween Transform Move 76
DOTween Transform Move X 77
DOTween Transform Move Y 78
DOTween Transform Move Z 79
DOTween Transform Path 80
DOTween Transform Punch Position 81
DOTween Transform Punch Rotation 82
DOTween Transform Punch Scale 83
DOTween Transform Rotate 84
DOTween Transform Scale 85
DOTween Transform Scale X 86
DOTween Transform Scale Y 87
DOTween Transform Scale Z 88
DOTween Transform Shake Position 89
DOTween Transform Shake Rotation 90
DOTween Transform Shake Scale 91
Canvas Group 92
DOTween Canvas Group Fade 92
Image 93
DOTween Image Blendable Color 93

DOTween Image Color 94
DOTween Image Fade 95
DOTween Image Fill Amount 96
Layout Element 97
DOTween Layout Element Flexible Size 97
DOTween Layout Element Min Size 98
DOTween Layout Element Preferred Size 99
Outline 100
DOTween Outline Color 100
DOTween Outline Fade 101
Rect Transform 102
DOTween Rect Transform Anchor Pos 102
DOTween Rect Transform Anchor Pos 3D 103
DOTween Rect Transform Anchor Pos X 104
DOTween Rect Transform Anchor Pos Y 105
DOTween Rect Transform Jump Anchor Pos 106
DOTween Rect Transform Punch Anchor Pos 107
DOTween Rect Transform Shake Anchor Pos 108
DOTween Rect Transform Size Delta 109
Slider 110
DOTween Slider Value 110
Text 111
DOTween Text Blendable Color 111
DOTween Text Color 112
DOTween Text Fade 113
DOTween Text Text 114
Init 115
DOTween Init 115
Control Methods 116
DOTween Control Methods Complete All 116
DOTween Control Methods Complete By Id 116
DOTween Control Methods Flip All 116
DOTween Control Methods Flip By Id 116
DOTween Control Methods Go To All 117
DOTween Control Methods Go To All By Id 117
DOTween Control Methods Kill All 117
DOTween Control Methods Kill By Id 117
DOTween Control Methods Pause All 118
DOTween Control Methods Pause By Id 118

DOTween Control Methods Play All ... 118
DOTween Control Methods Play Backwards All ... 118
DOTween Control Methods Play Backwards By Id ... 118
DOTween Control Methods Play By Id ... 119
DOTween Control Methods Play Forward All ... 119
DOTween Control Methods Play Forward By Id ... 119
DOTween Control Methods Restart All ... 119
DOTween Control Methods Play Restart By Id ... 119
DOTween Control Methods Rewind All ... 120
DOTween Control Methods Rewind By Id ... 120
DOTween Control Methods Smooth Rewind All ... 120
DOTween Control Methods Smooth Rewind By Id ... 120
DOTween Control Methods Toggle Pause All ... 121
DOTween Control Methods Toggle Pause By Id ... 121
DOTween Pro - RigidBody ... 122
DOTween RigidBody Spiral ... 122
DOTween Pro - Transform ... 123
DOTween Transform Spiral ... 123
DOTween Pro – Text Mesh Pro UGUI ... 124
DOTween Text Mesh Pro UGUI Color ... 124
DOTween Text Mesh Pro UGUI Face Color ... 125
DOTween Text Mesh Pro UGUI Face Fade ... 126
DOTween Text Mesh Pro UGUI Fade ... 127
DOTween Text Mesh Pro UGUI Font Size ... 128
DOTween Text Mesh Pro UGUI Glow Color ... 129
DOTween Text Mesh Pro UGUI Max Visible Characters ... 130
DOTween Text Mesh Pro UGUI Outline Color ... 131
DOTween Text Mesh Pro UGUI Scale ... 132
DOTween Text Mesh Pro UGUI Text ... 133
DOTween Pro – Text Mesh Pro ... 134
DOTween Text Mesh Pro Color ... 134
DOTween Text Mesh Pro Face Color ... 135
DOTween Text Mesh Pro Face Fade ... 136
DOTween Text Mesh Pro Fade ... 137
DOTween Text Mesh Pro Font Size ... 138
DOTween Text Mesh Pro Glow Color ... 139
DOTween Text Mesh Pro Max Visible Characters ... 140
DOTween Text Mesh Pro Outline Color ... 141
DOTween Text Mesh Pro Scale ... 142

DOTween Text Mesh Pro Text 143
Final Words 144

This plugin was written to help the implementation of DOTween methods with Playmaker by using actions! We are always open to hearing your ideas for improvements, suggestions and problems. Email us any time at doozy.entertainment@gmail.com

Make sure to check out the example scene in the DOTweenPlaymakerActions/Examples/_Scenes folder in the package!

SOLUTIONS! PLAYMAKER ACTIONS FOR DOTWEEN SOLVE THE FOLLOWING PROBLEMS

- The need to use DOTween methods with a Playmaker State Machine in a fast and reliable manner
- Easy search for all the possible actions you can accomplish with DOTween and DOTween Pro

QUICK START: HOW TO SETUP YOU SCENE TO UTILIZE PLAYMAKER ACTIONS FOR DOTWEEN

- **IMPORTANT:** Import Playmaker before importing this package.
- **IMPORTANT:** Import and setup DOTween or DOTween Pro before importing this package.
- **VERY IMPORTANT:** Make sure you have at least DOTween version v 1.1.060 → If you don't, go to http://dotween.demigiant.com/download.php and get it.
- Import DOTween Playmaker Actions by Doozy from the Asset Store
- Look for the actions in the Playmaker Action Browser
- NOTE 1: if you are using DOTween Pro, add the additional actions by importing DOTweenPlaymakerActions/Actions/DOTweenPro_Actions.unity
- NOTE 2: if you are using DOTween Pro and TextMesh Pro, first import the DOTween Pro actions from NOTE 1, then add the TextMesh Pro additional actions by importing DOTweenPlaymakerActions/Actions/DOTweenPro/DOTween_TextMeshPro_Actions.unity

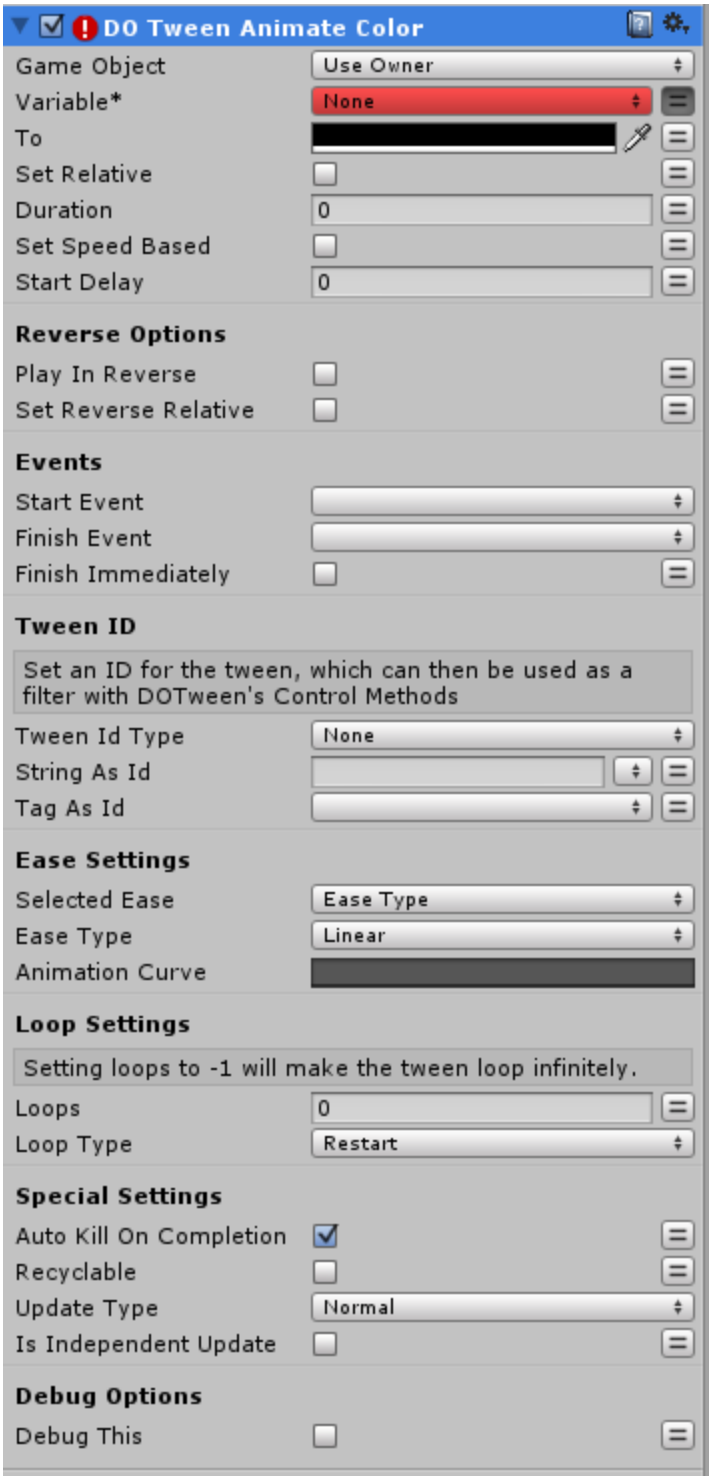
VIDEO – DOTween Playmaker Actions – QuickStart → https://youtu.be/EYmyFPFI9DU

VIDEO TUTORIALS

- V 1.0
  - DOTween Playmaker Actions - QuickView → https://youtu.be/pk3Yuf8SufQ
  - DOTween Playmaker Actions - QuickStart → https://youtu.be/EYmyFPFI9DU
  - DOTween Playmaker Actions – AudioMixer Example → https://www.youtube.com/watch?v=2rQf_JtTHvw
  - DOTween Playmaker Actions – Image Examples → https://youtu.be/5RHM9i_O_mg
  - DOTween Playmaker Actions – RectTransform Examples → https://youtu.be/AgHjqMPiBNk
  - DOTween Playmaker Actions – Sprite Renderer Examples → https://youtu.be/_PmSe8fqRLs
  - DOTween Playmaker Actions – Transform Examples → https://youtu.be/9HqR6zIC1NE
  - DOTween Playmaker Actions – Transform Path Example → https://youtu.be/8AhR_Tf6JME

DOTWEEN ANIMATE COLOR

Animates a color variable to a target value.



GameObject – reference to a gameObject
Variable – The variable you want to animate
To - The end value you want to animate to
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

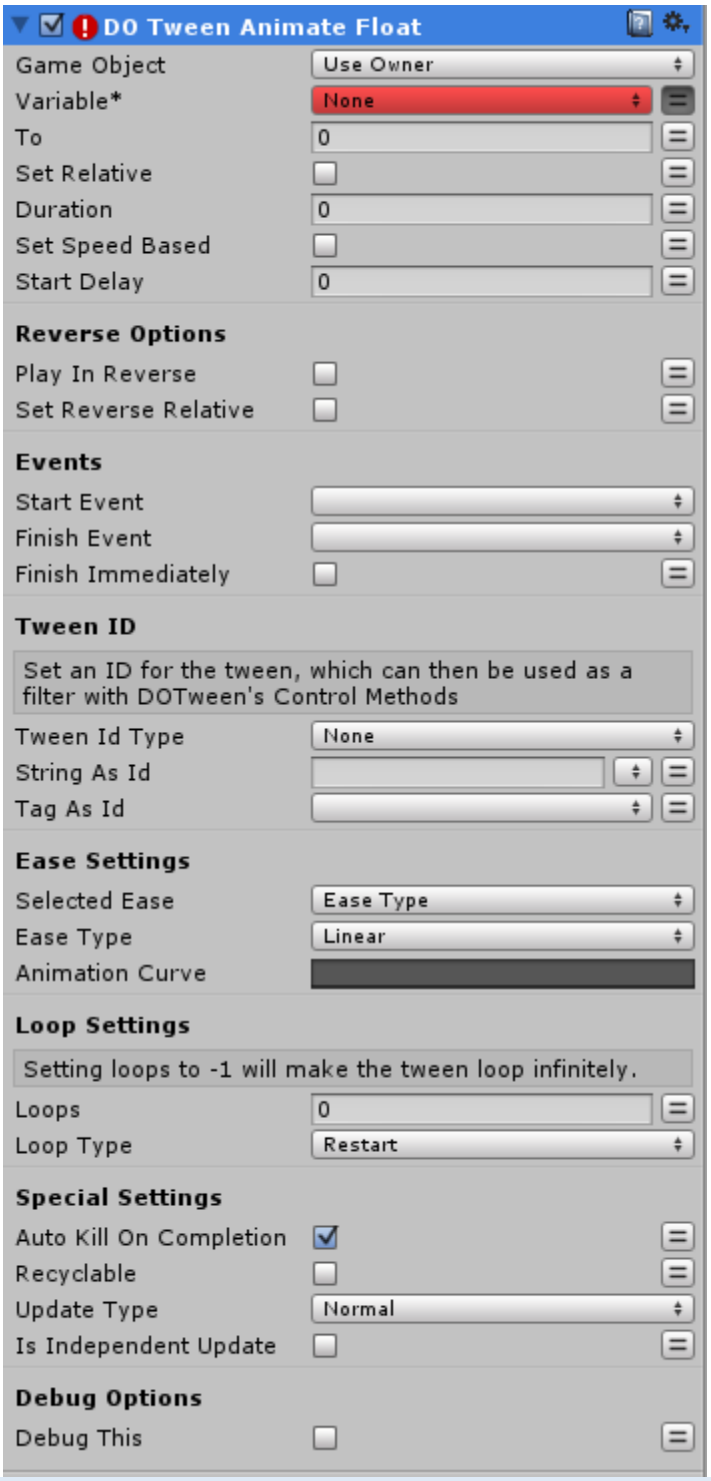
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN ANIMATE FLOAT

Animates a float variable to a target value.



GameObject – reference to a gameObject
Variable – The variable you want to animate
To - The end value you want to animate to
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

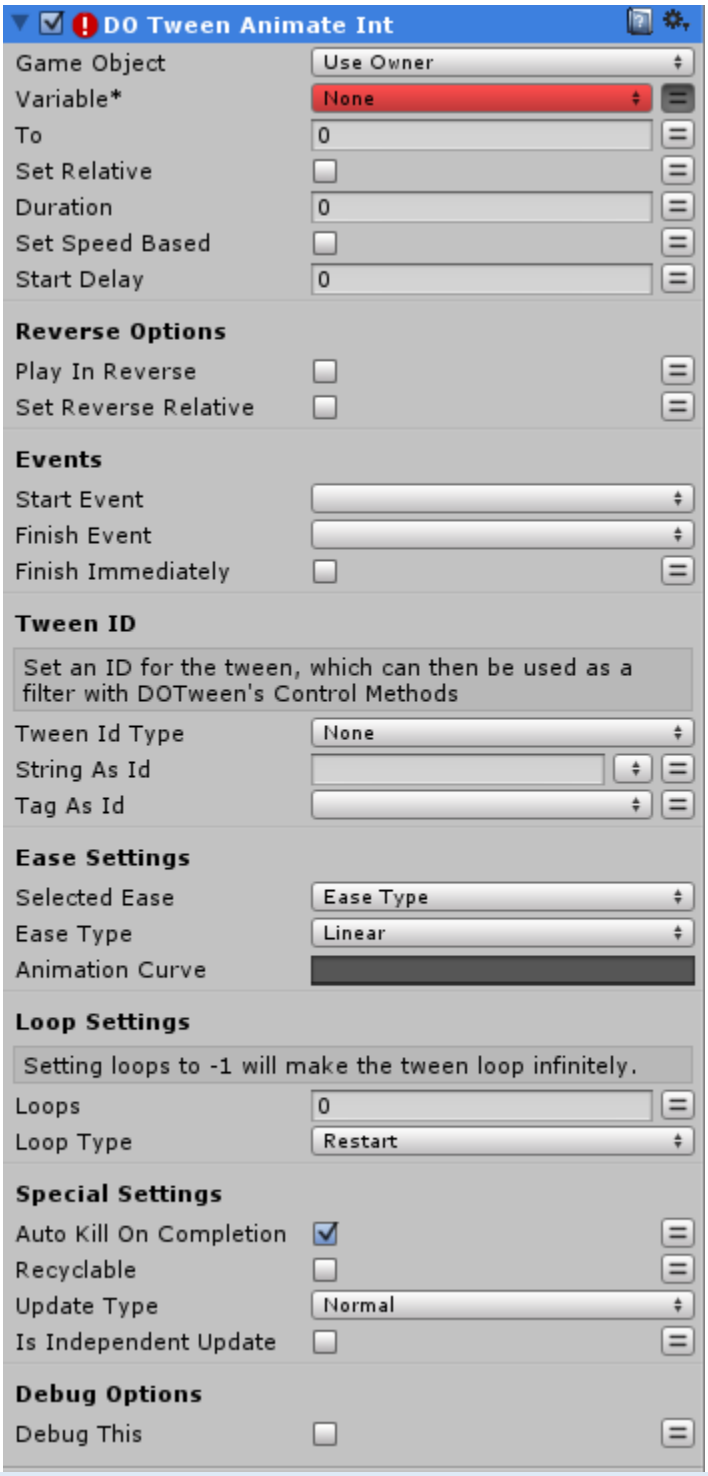
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN ANIMATE INT

Animates an int variable to a target value.



GameObject – reference to a gameObject
Variable – The variable you want to animate
To - The end value you want to animate to
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

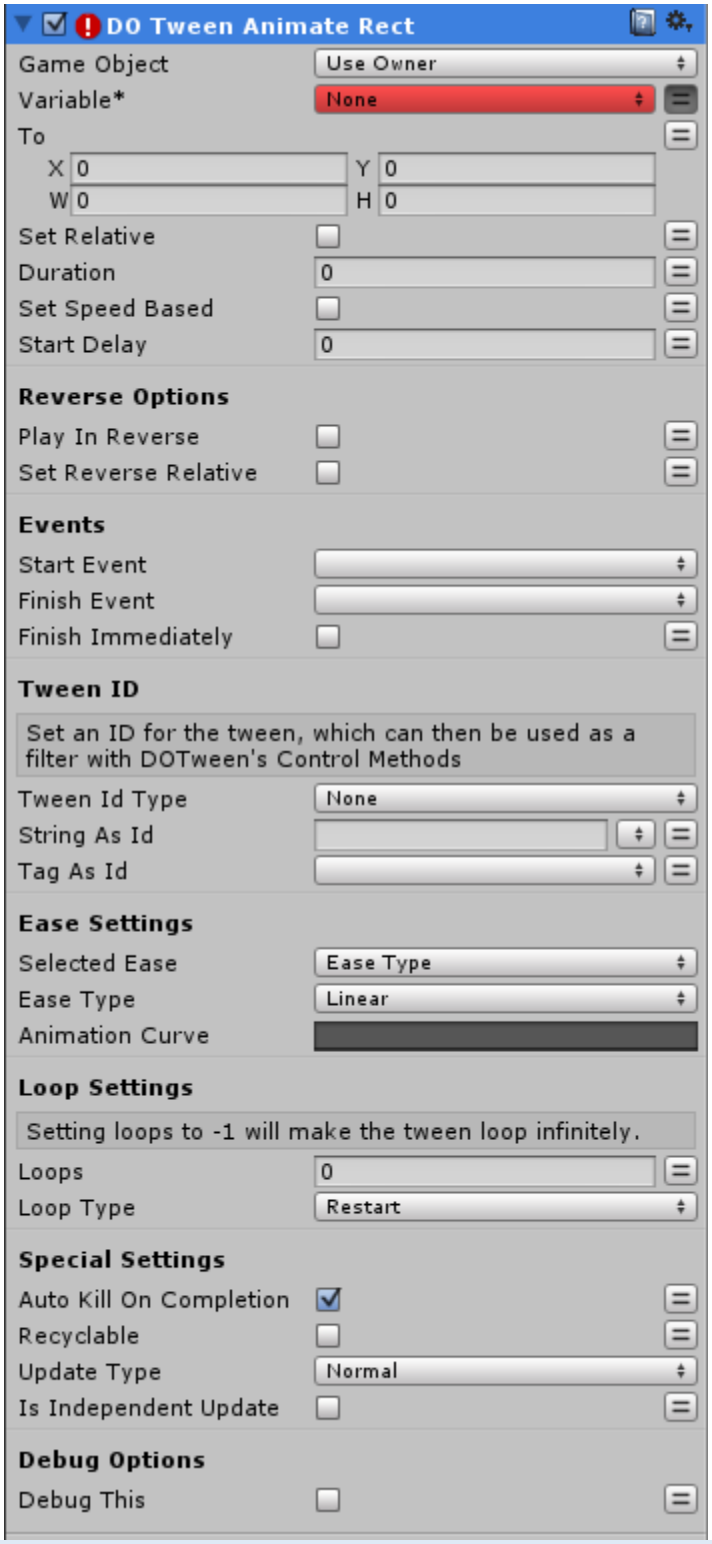
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN ANIMATE RECT

Animates a rect variable to a target value.



GameObject – reference to a gameObject
Variable – The variable you want to animate
To - The end value you want to animate to
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

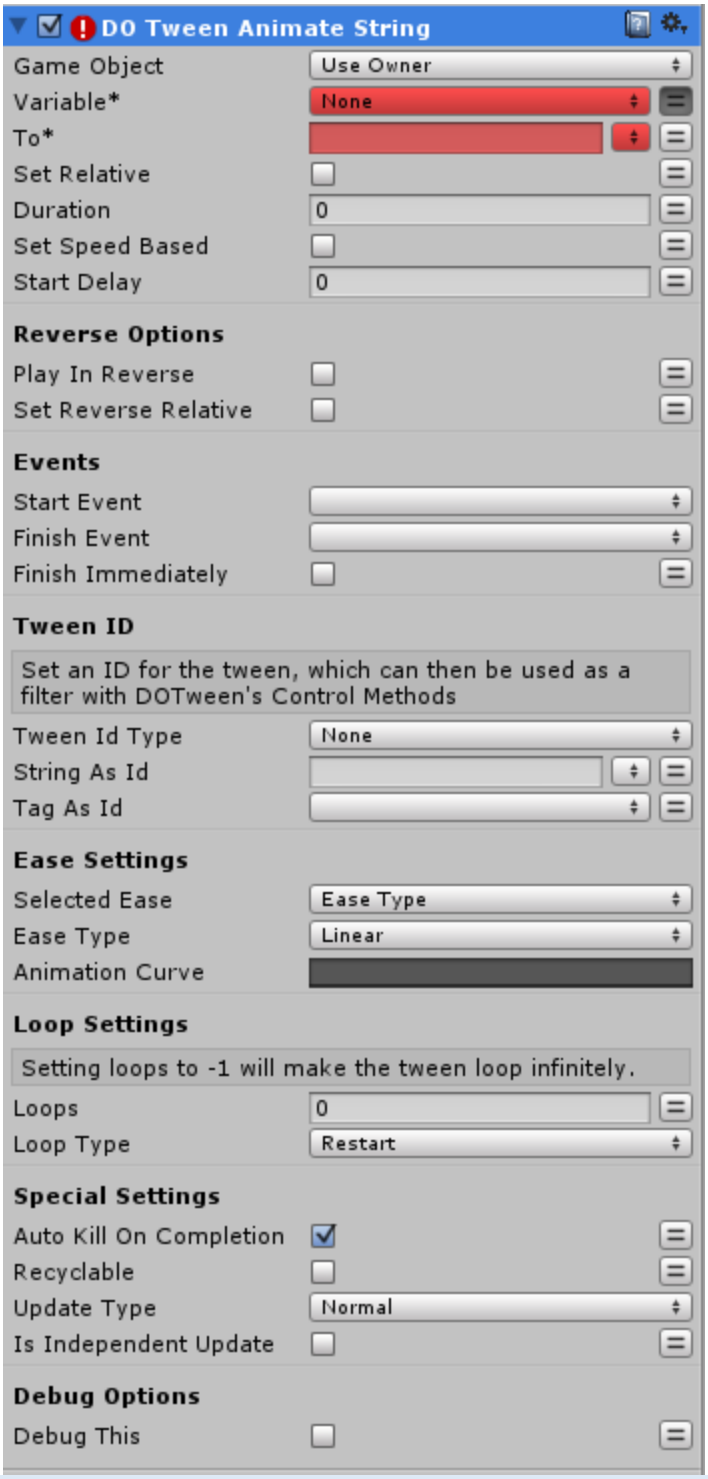
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN ANIMATE STRING

Animates a string variable to a target value.



GameObject – reference to a gameObject
Variable – The variable you want to animate
To - The end value you want to animate to
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

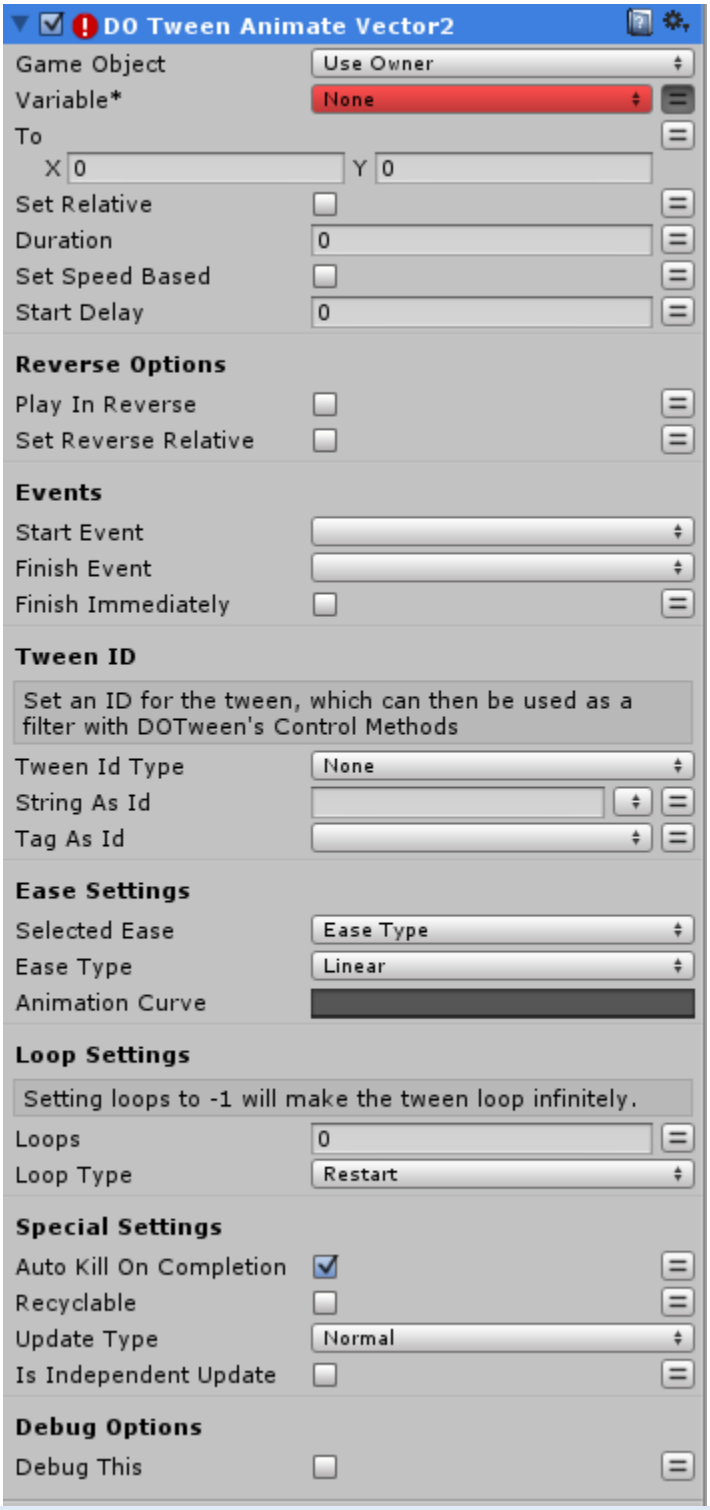
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN ANIMATE VECTOR2

Animates a vector2 variable to a target value.



GameObject – reference to a gameObject
Variable – The variable you want to animate
To - The end value you want to animate to
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

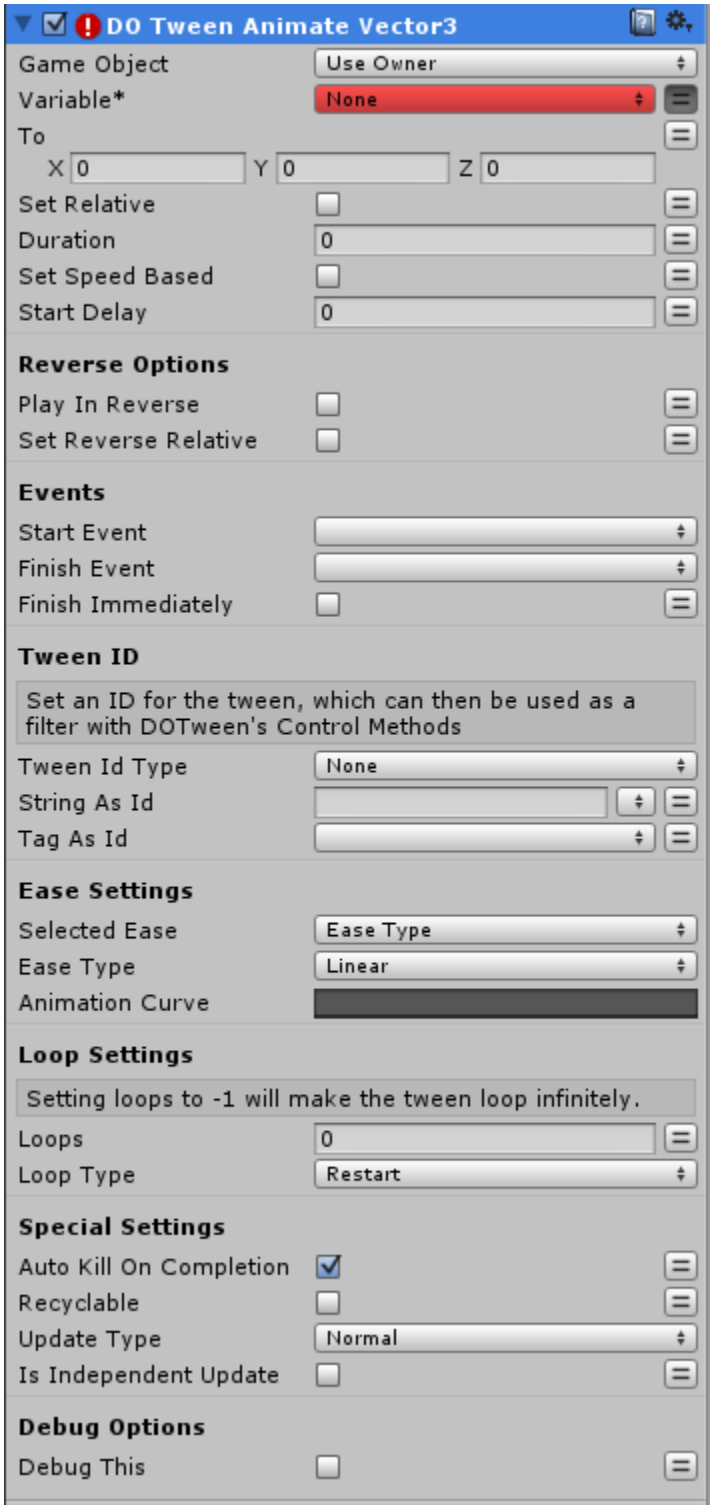
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN ANIMATE VECTOR3

Animates a vector3 variable to a target value.



GameObject – reference to a gameObject
Variable – The variable you want to animate
To - The end value you want to animate to
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

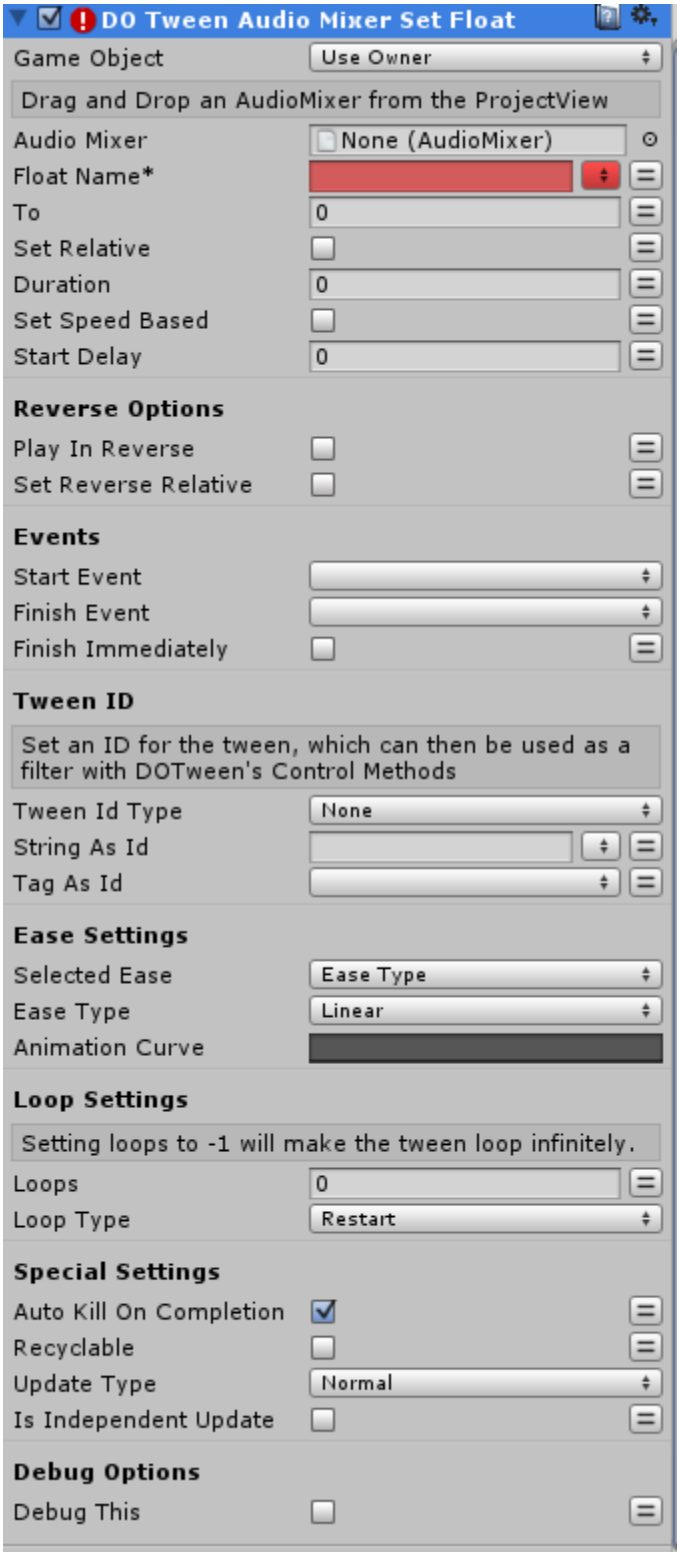
DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

AUDIOMIXER

DOTWEEN AUDIO MIXER SET FLOAT

VIDEO EXAMPLE: DOTween Playmaker Actions – AudioMixer Example → https://www.youtube.com/watch?v=2rQf_JtTHvw

Tweens an AudioMixer's exposed float to the given value. Note that you need to manually expose a float in an AudioMixerGroup in order to be able to tween it from an AudioMixer.



GameObject – reference to a gameObject
AudioMixer – The AudioMixer you want to control
FloatName – Exposed parameter name of type float
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

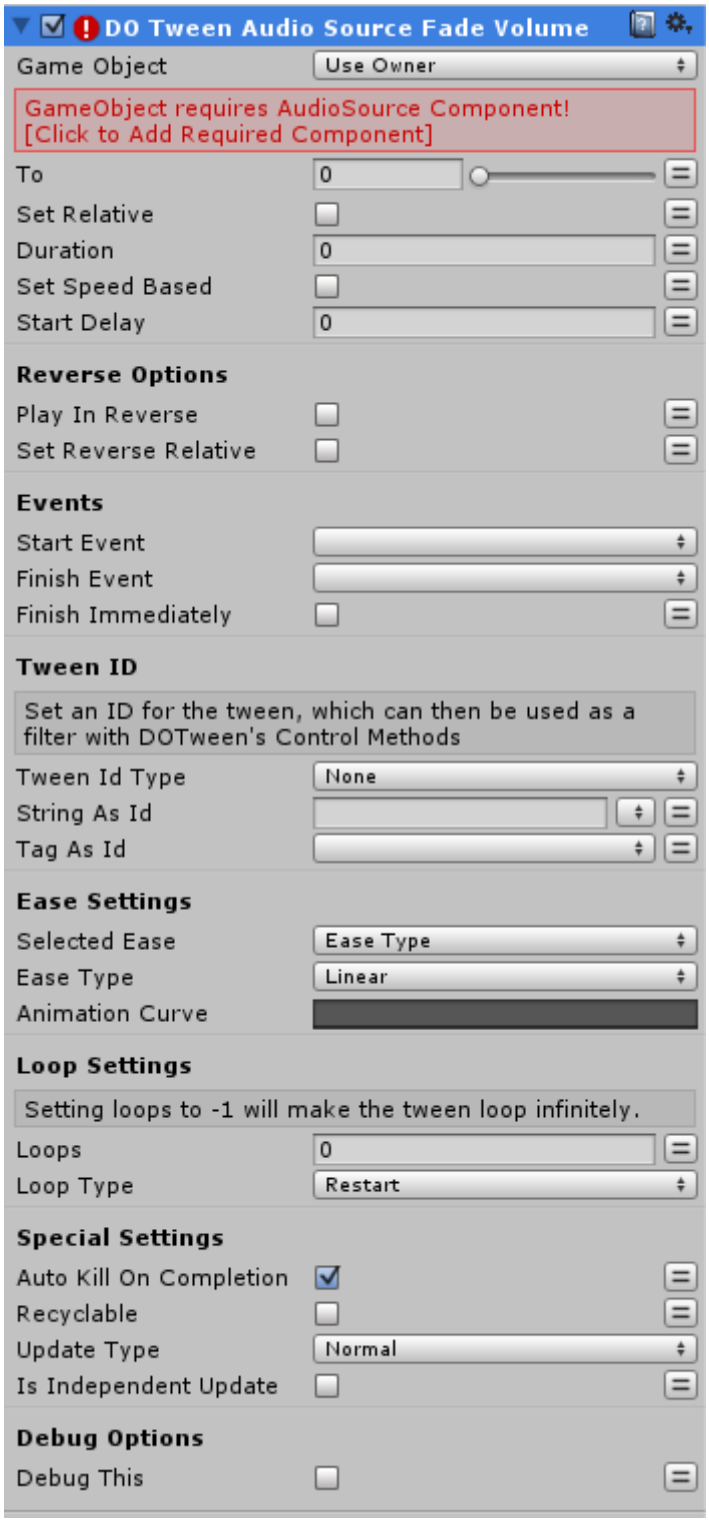
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN AUDIOSOURCE FADE VOLUME

Tweens an AudioSource's volume to the given value.



GameObject – reference to a gameObject with an AudioSource Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

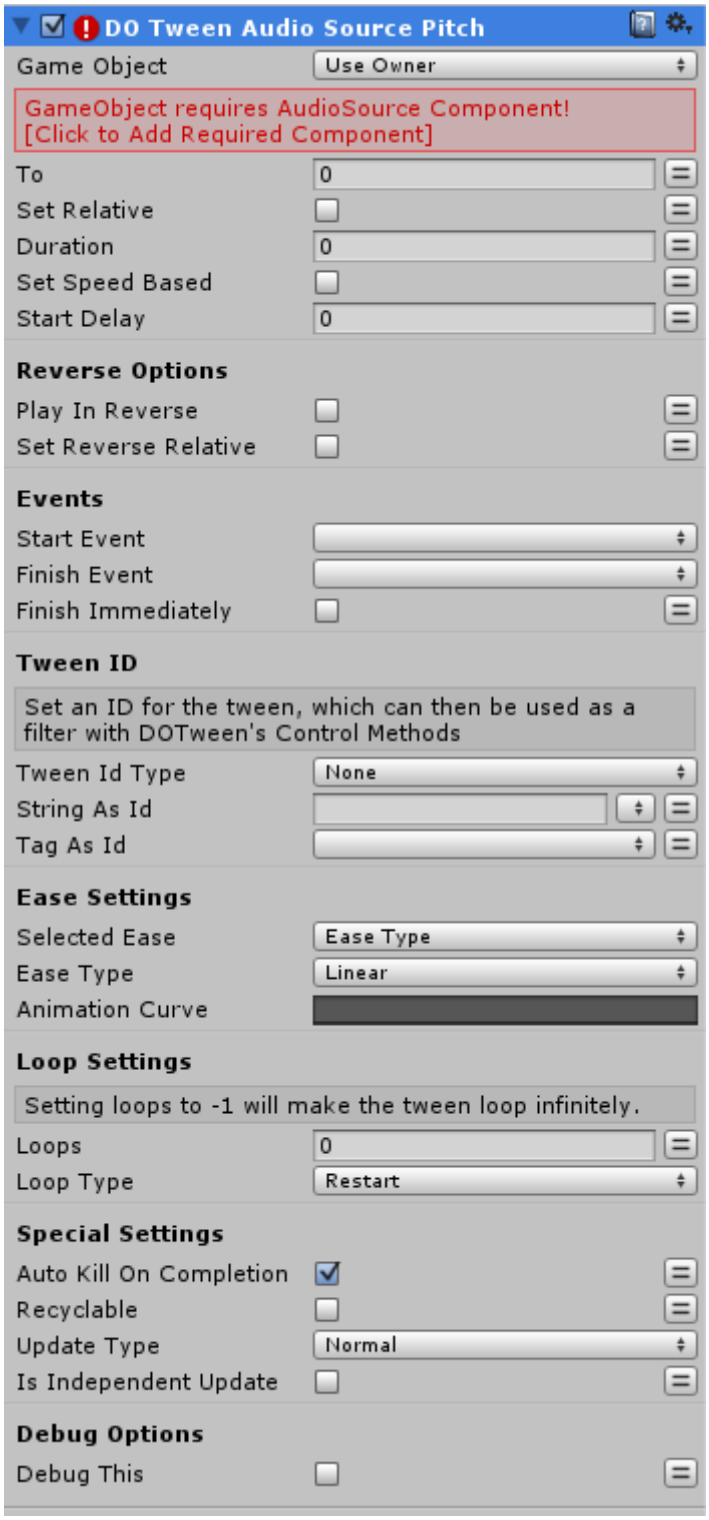
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN AUDIOSOURCE FADE PITCH

Tweens an AudioSource's pitch to the given value.



GameObject – reference to a gameObject with an AudioSource Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

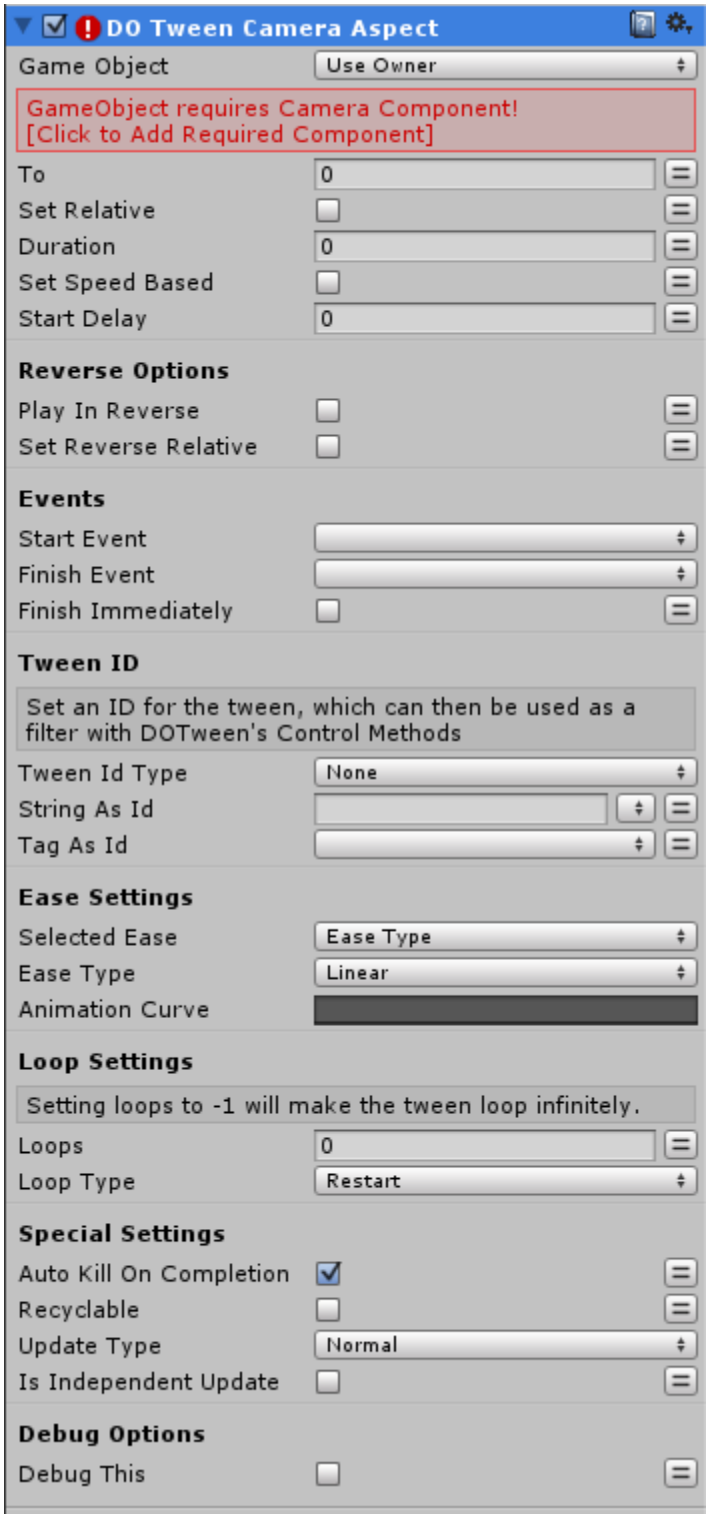
SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

CAMERA

DOTWEEN CAMERA ASPECT

Tweens a Camera's aspect.



GameObject – reference to a gameObject with a Camera Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

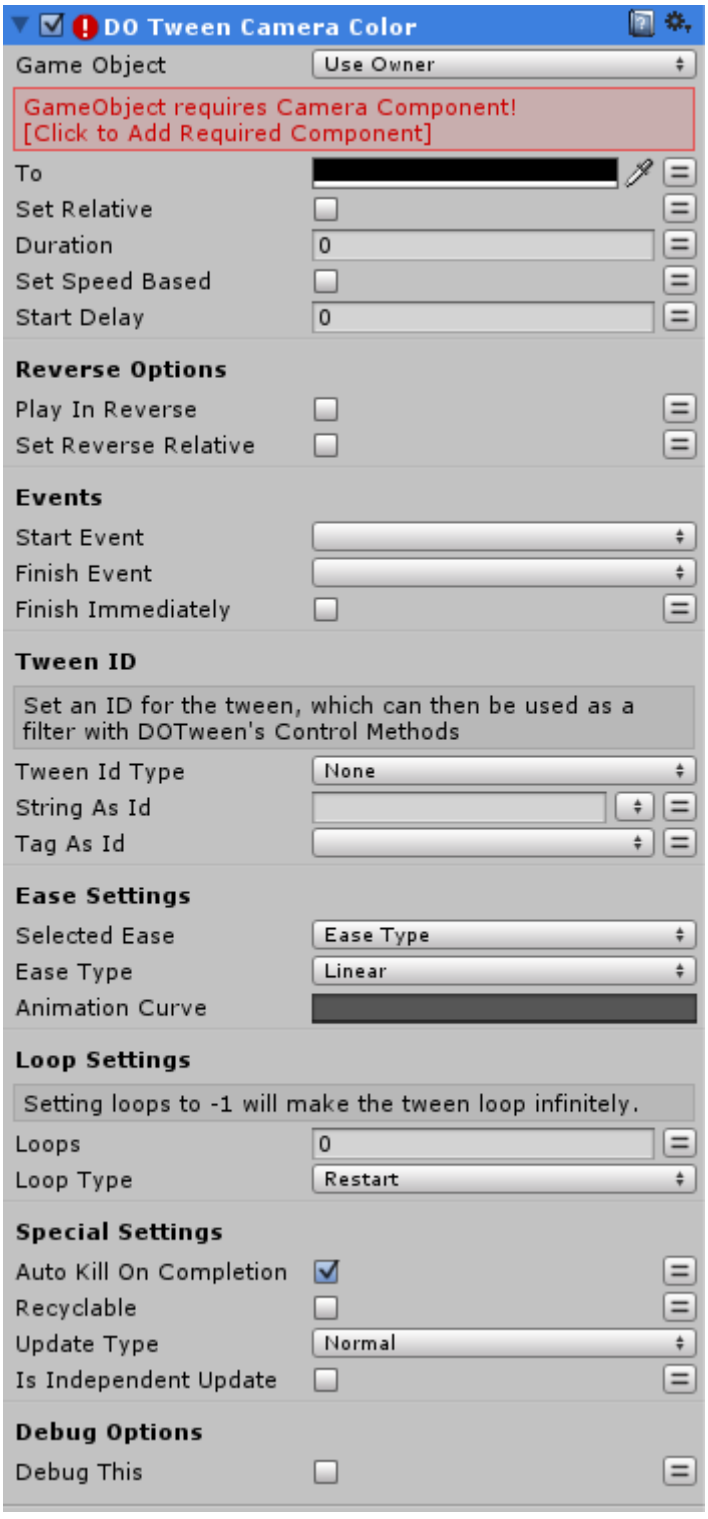
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CAMERA COLOR

Tweens a Camera's backgroundColor.



GameObject – reference to a gameObject with a Camera Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

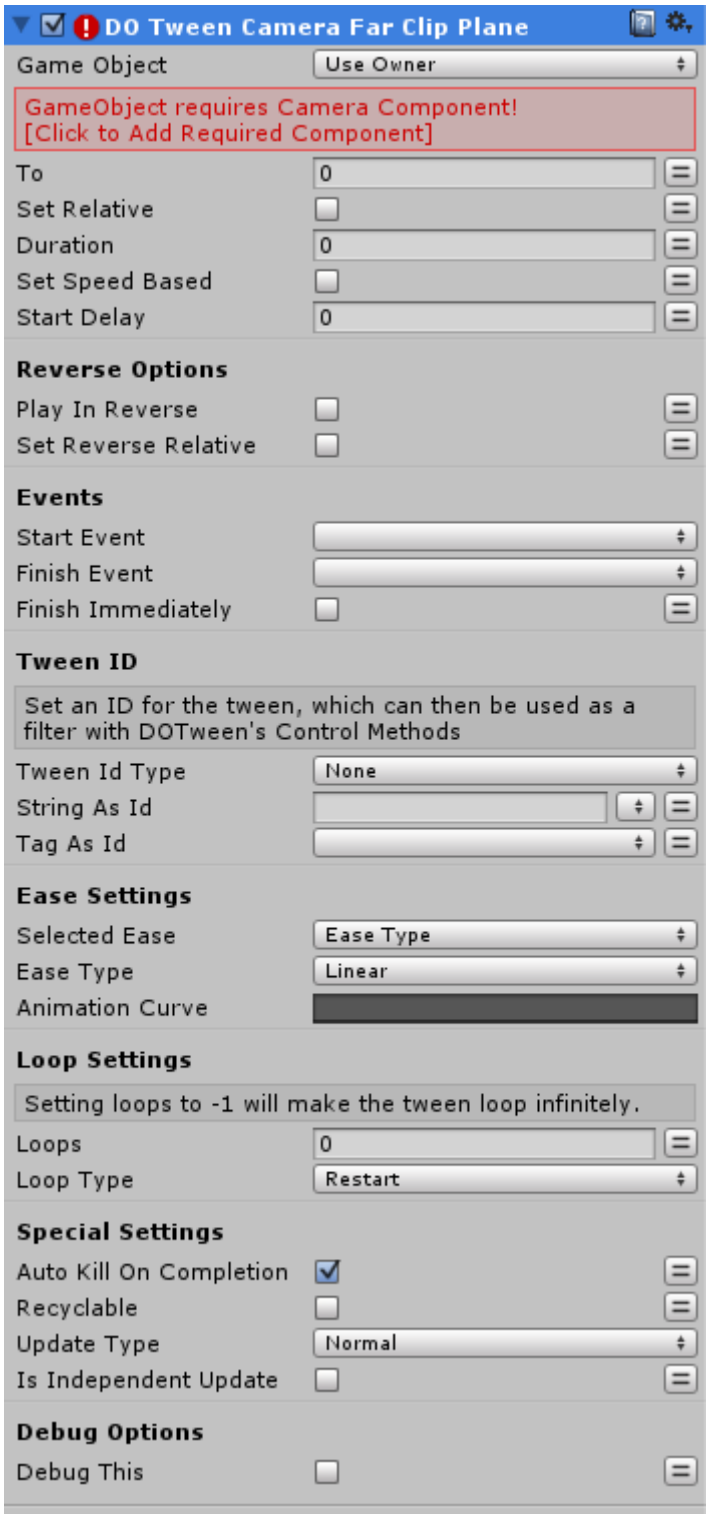
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CAMERA FAR CLIP PLANE

Tweens a Camera's farClipPlane.



GameObject – reference to a gameObject with a Camera Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

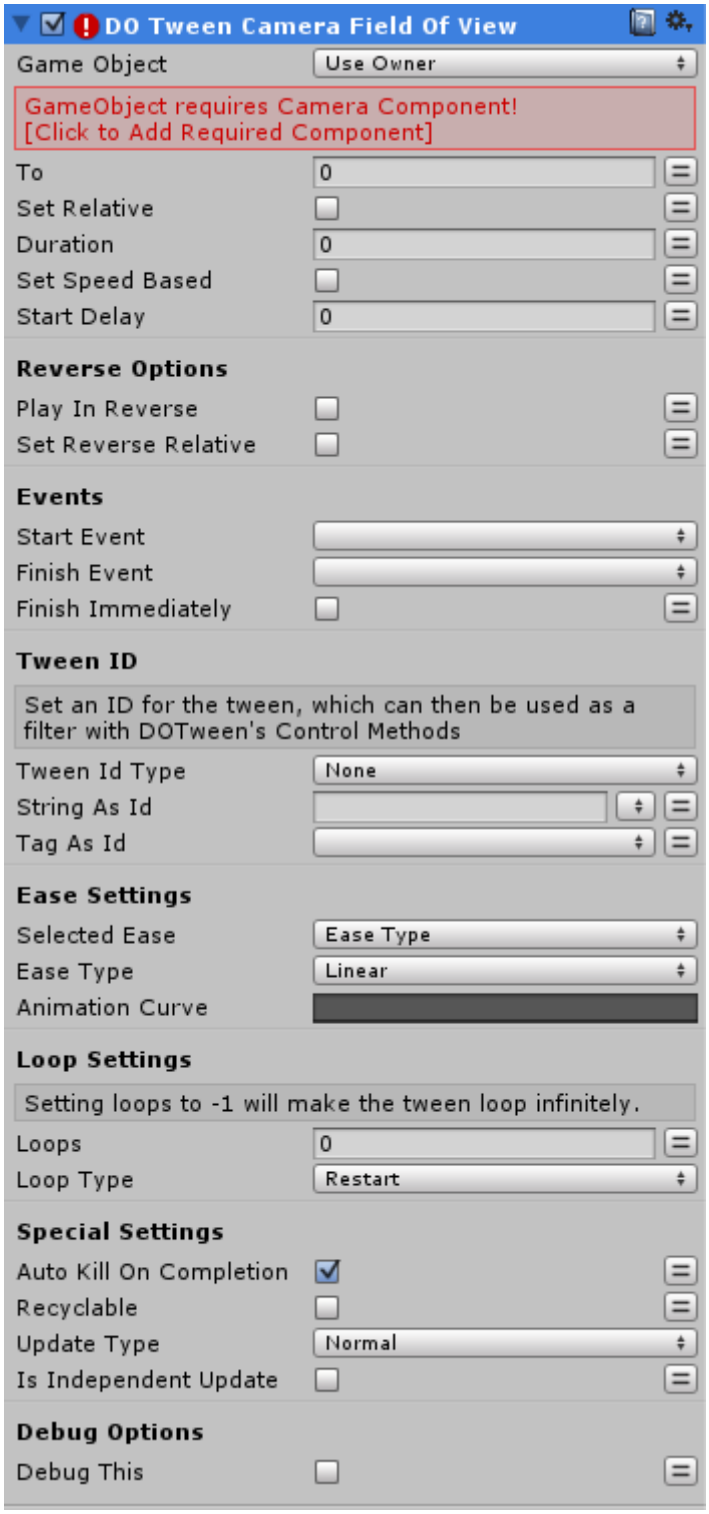
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CAMERA FIELD OF VIEW

Tweens a Camera's fieldOfView.



GameObject – reference to a gameObject with a Camera Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

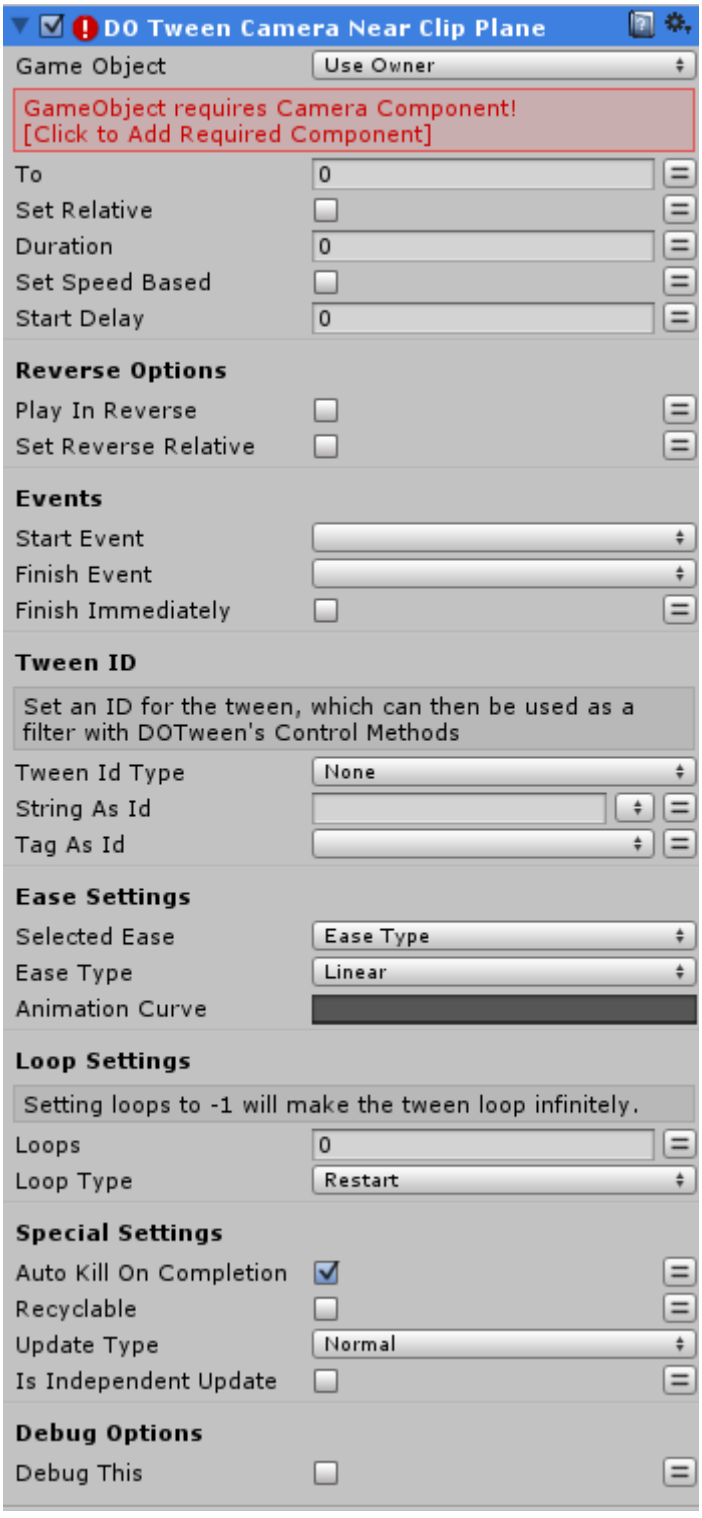
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CAMERA NEAR CLIP PLANE

Tweens a Camera's nearClipPlane.



GameObject – reference to a gameObject with a Camera Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

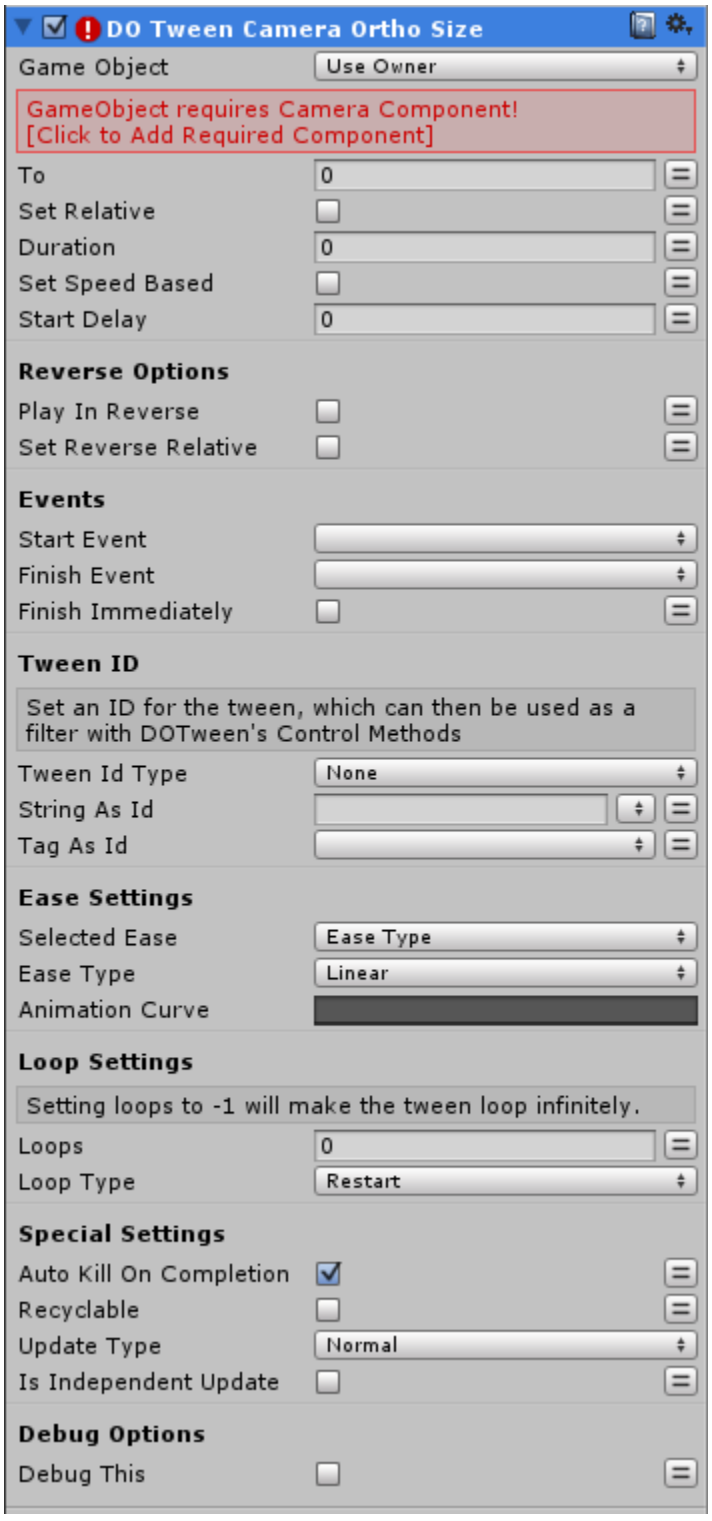
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CAMERA ORTHO SIZE

Tweens a Camera's orthographicSize.



GameObject – reference to a gameObject with a Camera Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

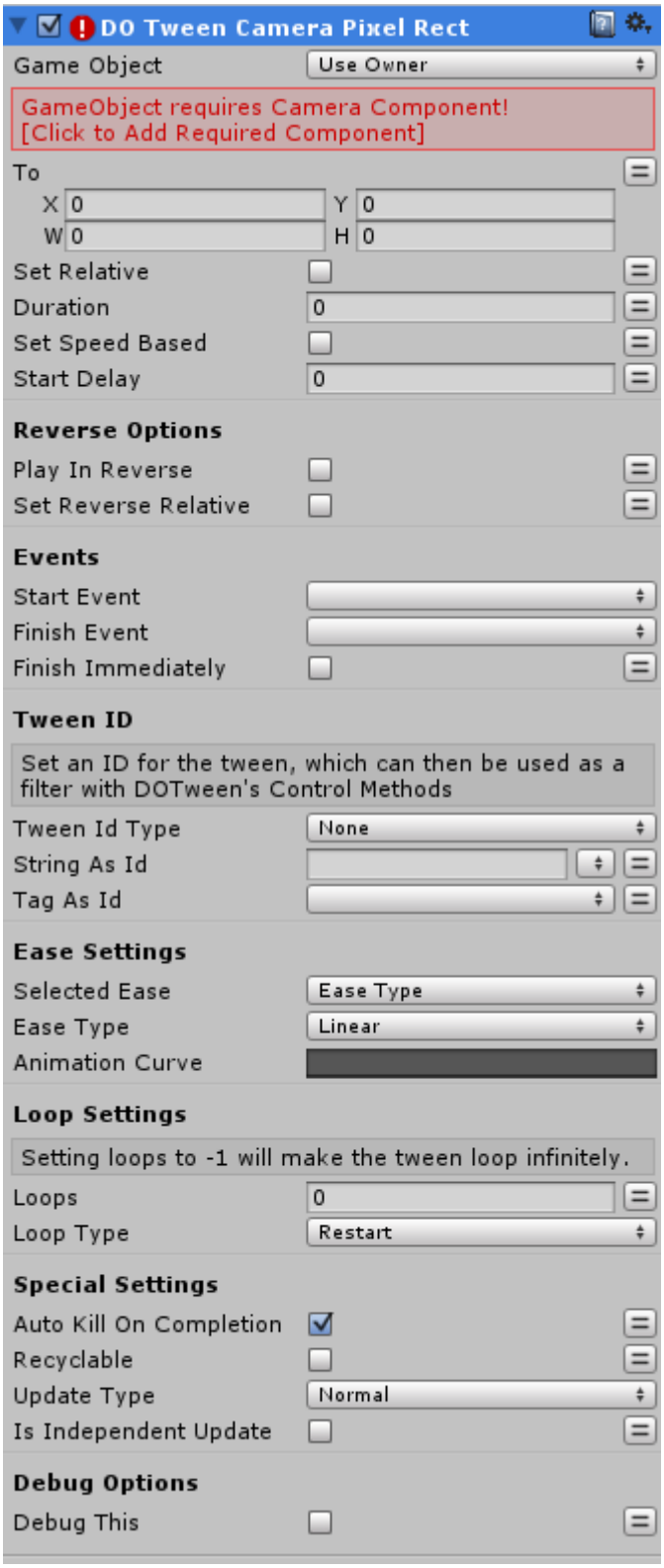
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CAMERA PIXEL RECT

Tweens a Camera's pixelRect.



GameObject – reference to a gameObject with a Camera Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

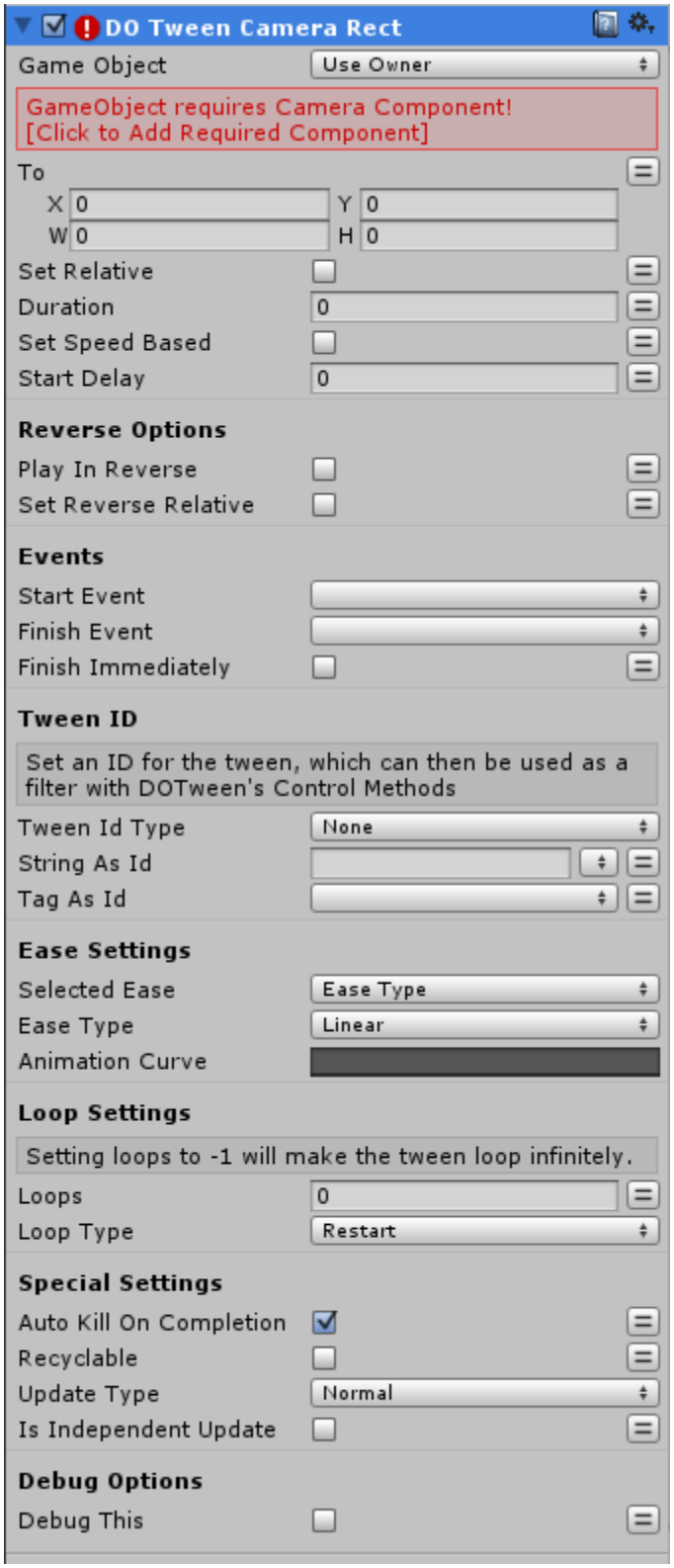
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CAMERA RECT

Tweens a Camera's rect.



GameObject – reference to a gameObject with a Camera Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

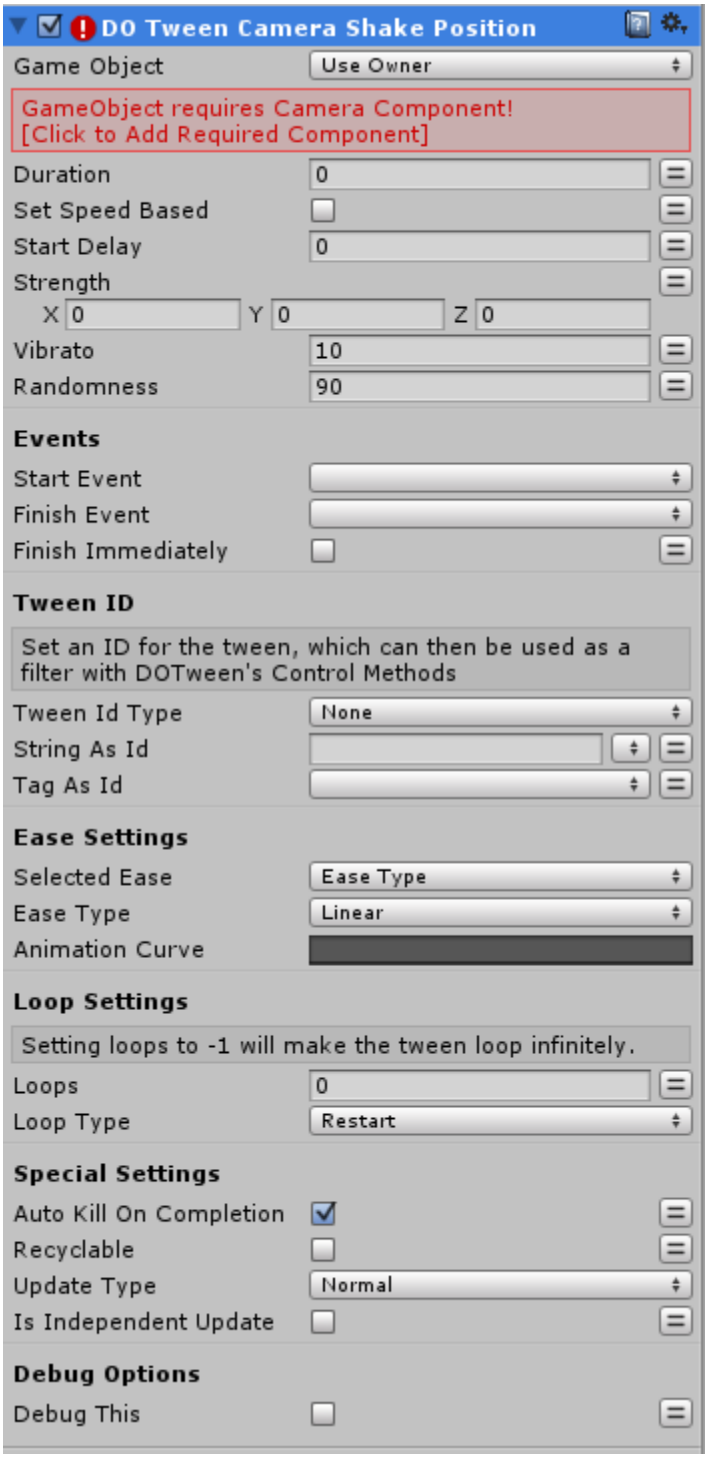
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CAMERA SHAKE POSITION

Shakes a Camera's localPosition along its relative X Y axes with the given values.



GameObject – reference to a gameObject with a Camera Component attached.
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween
Strength – The shake strength on each axis
Vibratio – How much will the shake vibrate
Randomness – Indicates how much the shake will be random (0 to 180 - values higher than 90 kind of suck, so beware). Setting it to 0 will shake along a single direction.

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

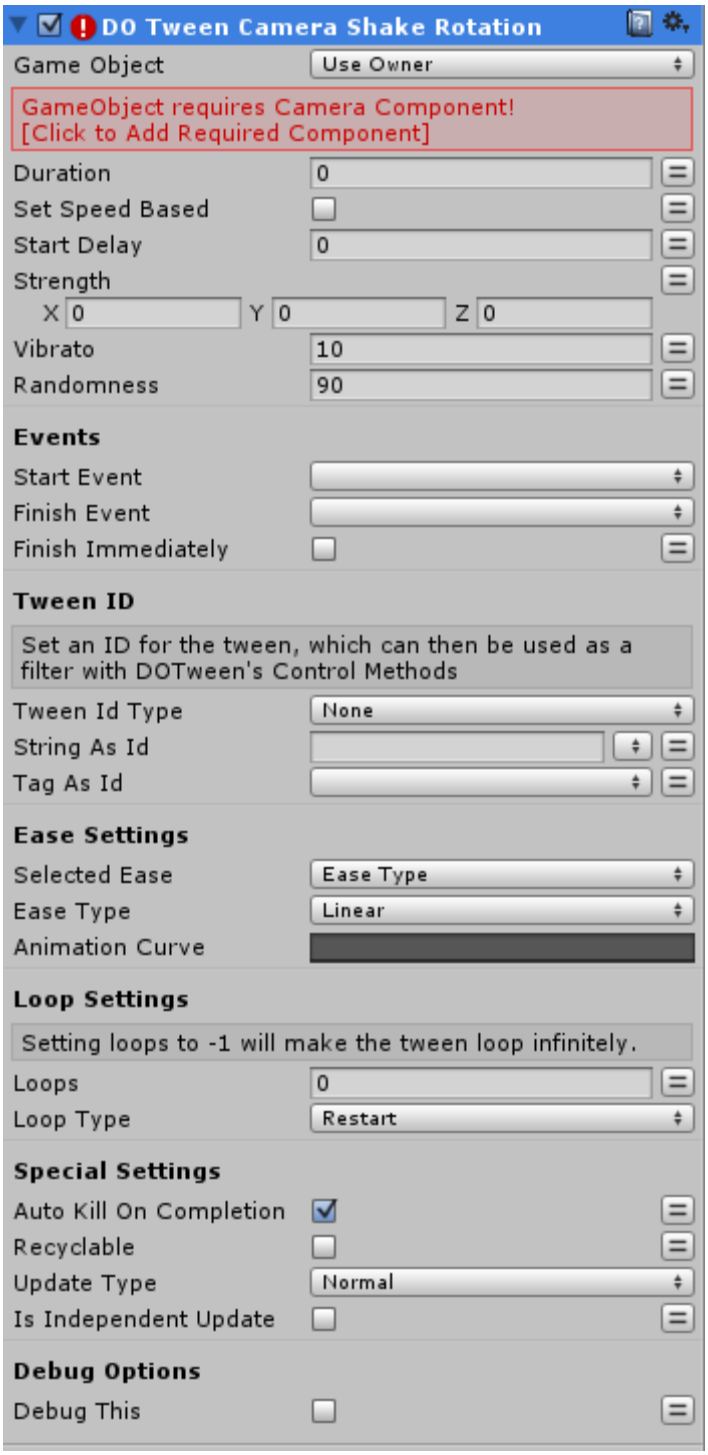
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CAMERA SHAKE ROTATION

Shakes a Camera's localRotation.



GameObject – reference to a gameObject with a Camera Component attached.
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween
Strength – The shake strength on each axis
Vibratio – How much will the shake vibrate
Randomness – Indicates how much the shake will be random (0 to 180 - values higher than 90 kind of suck, so beware). Setting it to 0 will shake along a single direction.

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

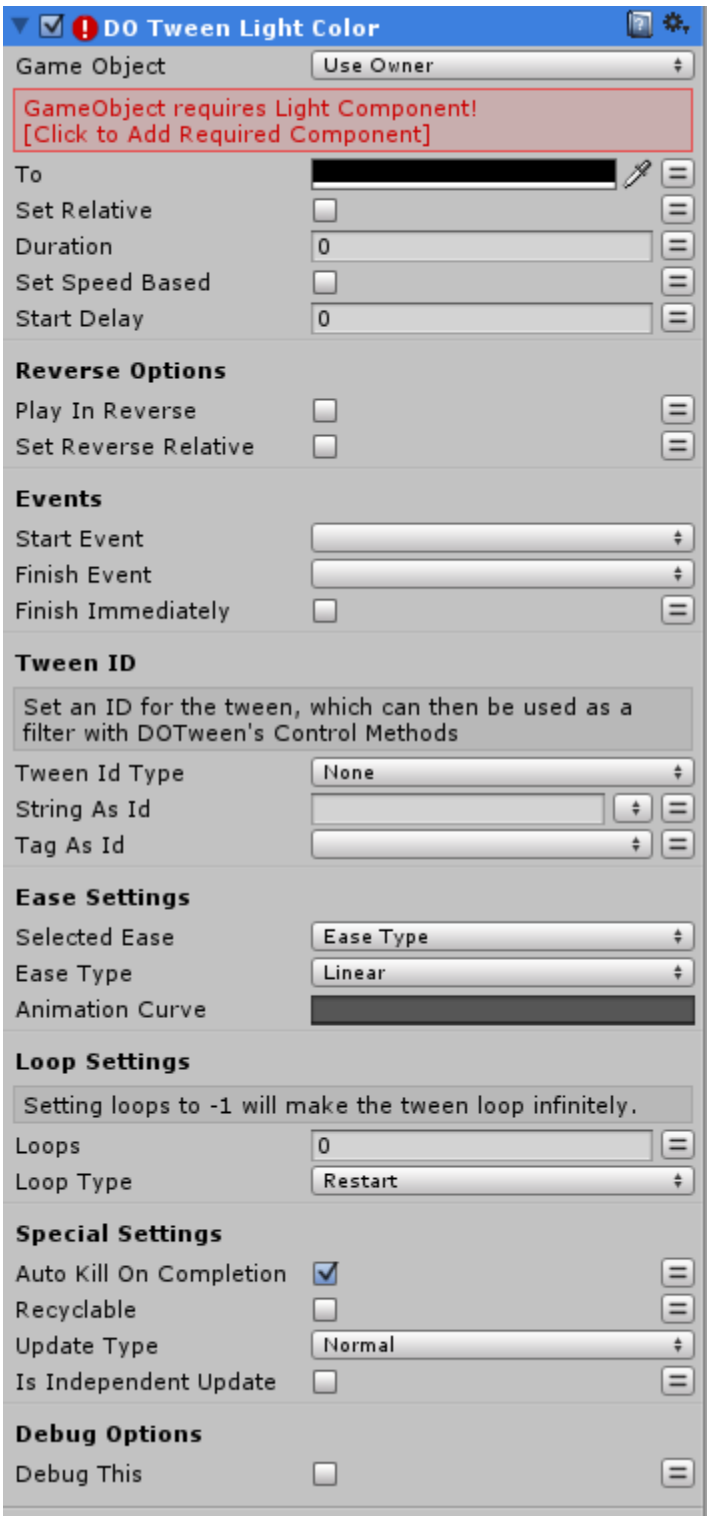
SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

LIGHT

DOTWEEN LIGHT COLOR

Changes the light's color to the given one.



GameObject – reference to a gameObject with a Light Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

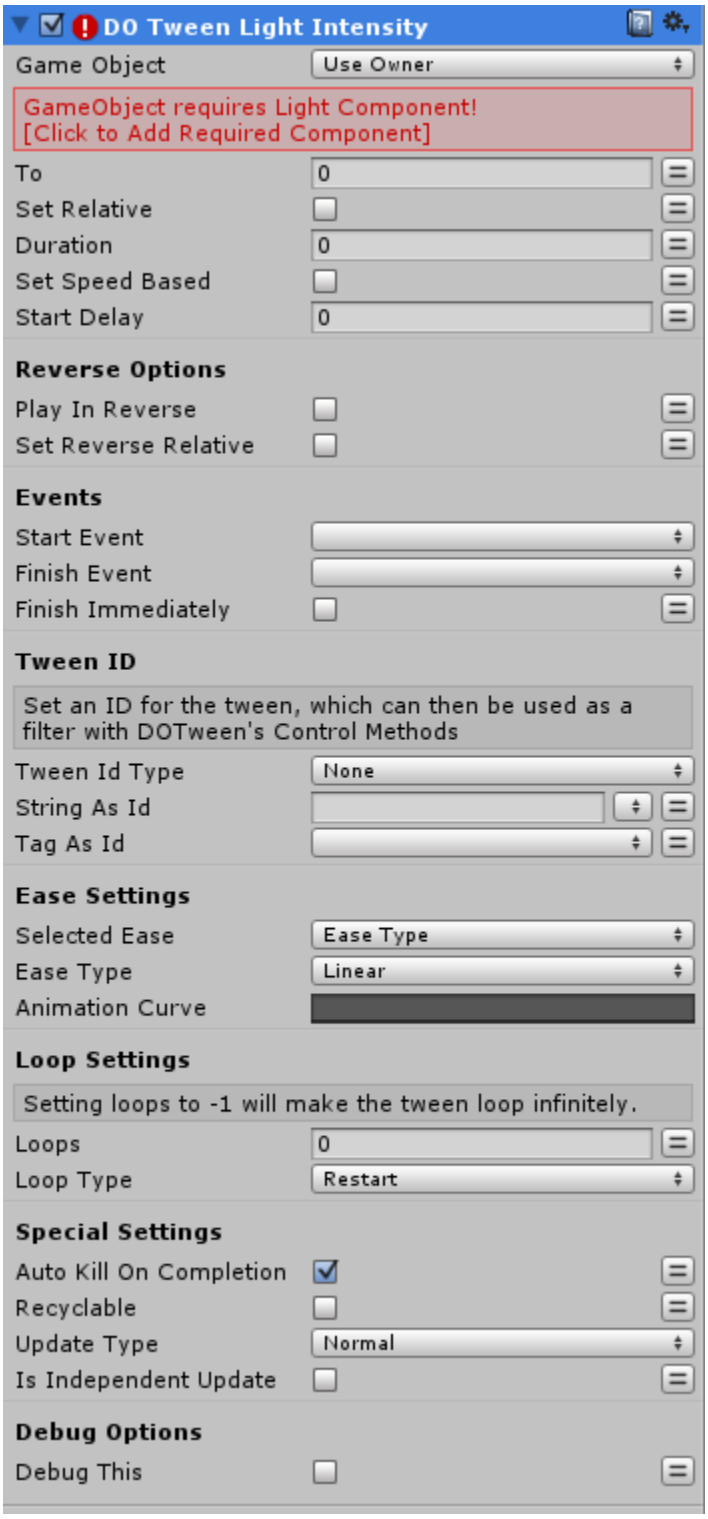
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN LIGHT INTENSITY

Changes the light's intensity to the given one.



GameObject – reference to a gameObject with a Light Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

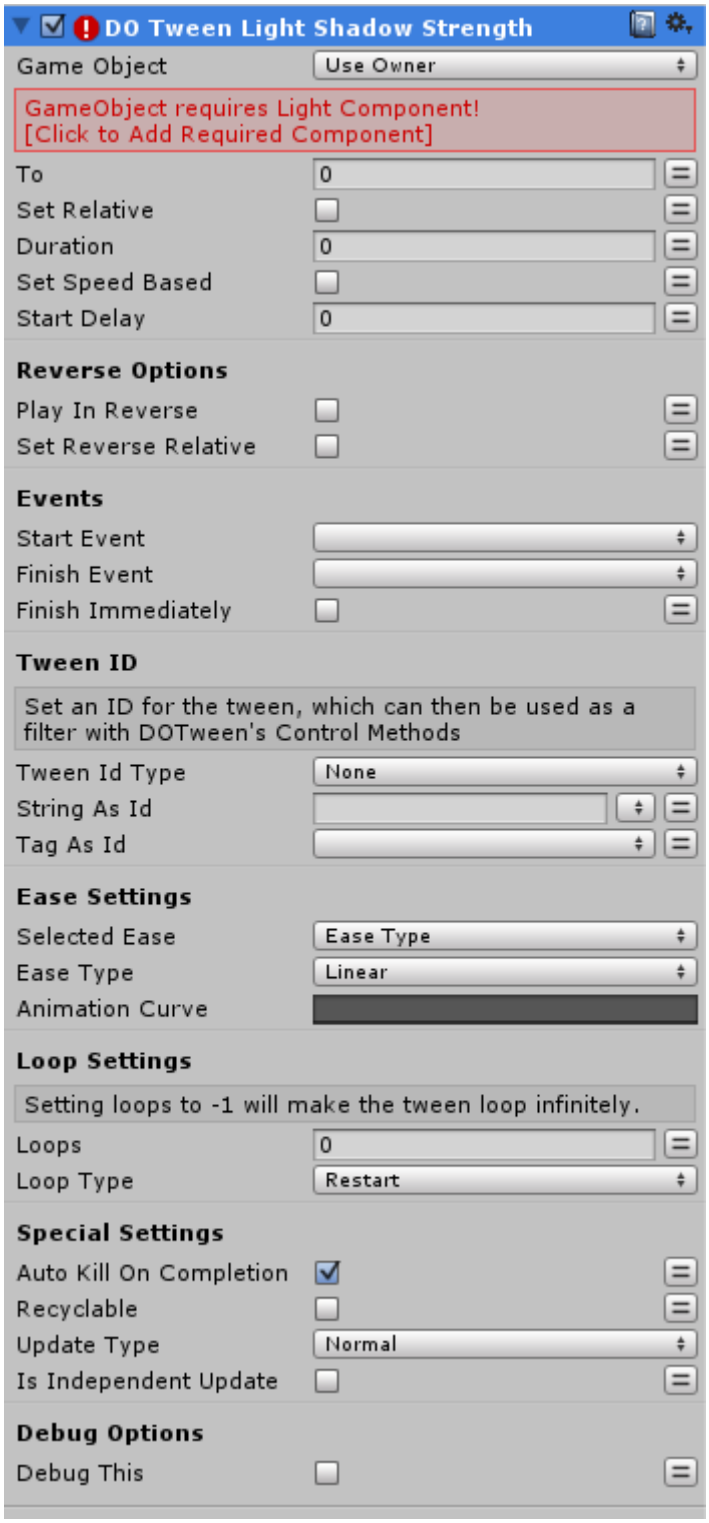
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN LIGHT SHADOW STRENGTH

Changes the light's shadowStrength to the given one.



GameObject – reference to a gameObject with a Light Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

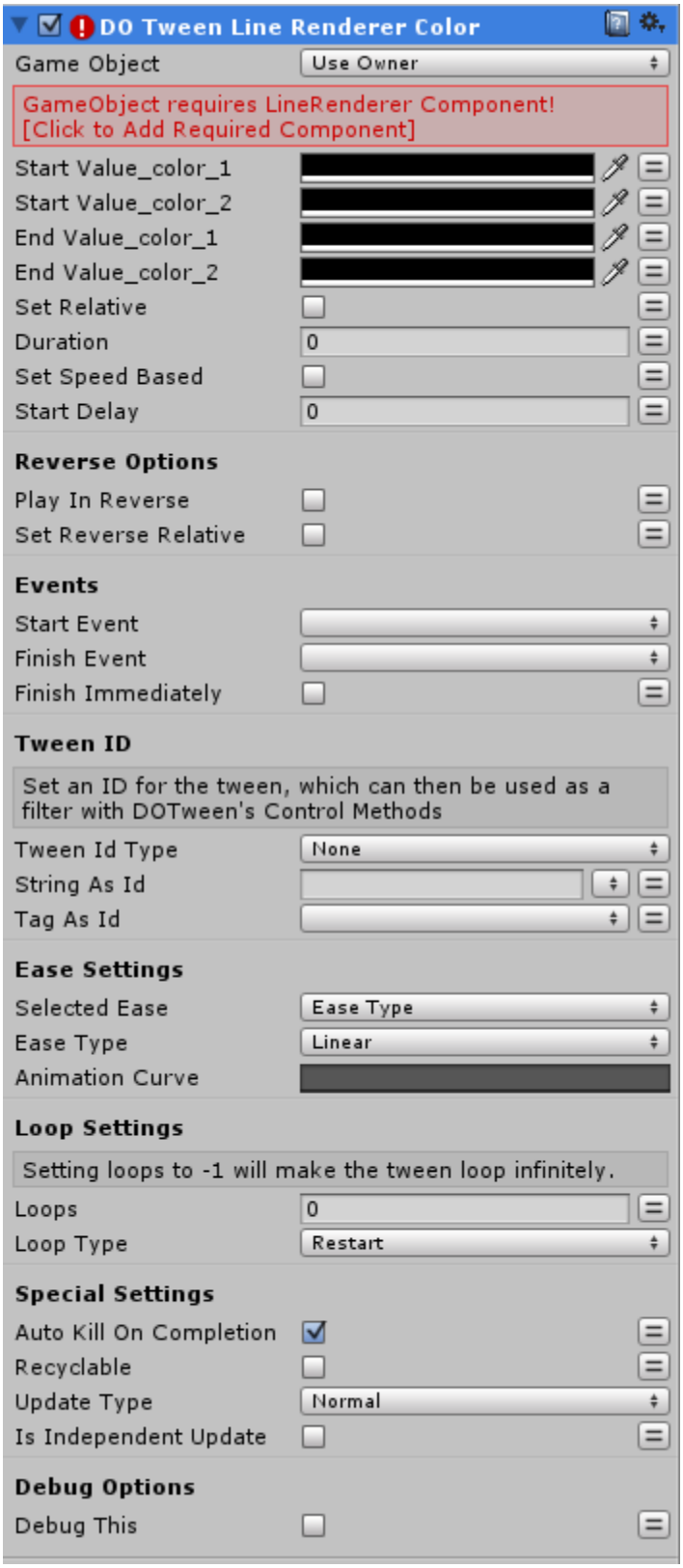
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN LINE RENDERER COLOR

Changes the target's color to the given one. Note that this method requires to also insert the start colors for the tween, since LineRenderers have no way to get them.



GameObject – reference to a gameObject with a LineRenderer Component attached.
StartValue_color_1 - The start color 1 value to tween from. This method requires the start colors for the tween, since LineRenderers have no way to get them.
StartValue_color_2 - The start color 2 value to tween from. This method requires the start colors for the tween, since LineRenderers have no way to get them.
EndValue_color_1 - The end color 1 value to reach.
EndValue_color_2 - The end color 2 value to reach.
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

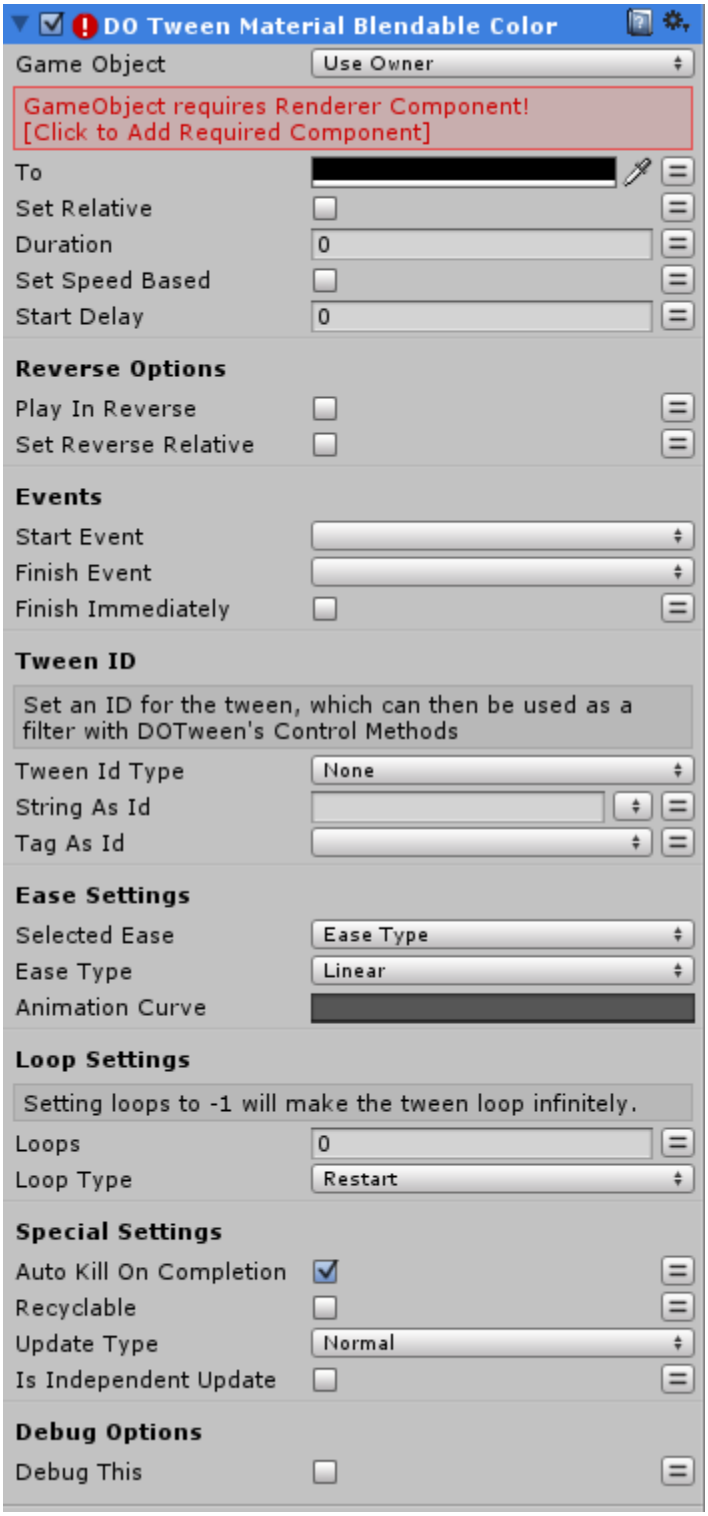
SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

MATERIAL

DOTWEEN MATERIAL BLENDABLE COLOR

Tweens a Material's color to the given value, in a way that allows other DOBlendableColor tweens to work together on the same target, instead than fight each other as multiple DOColor would do.



GameObject – reference to a gameObject with a Renderer Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

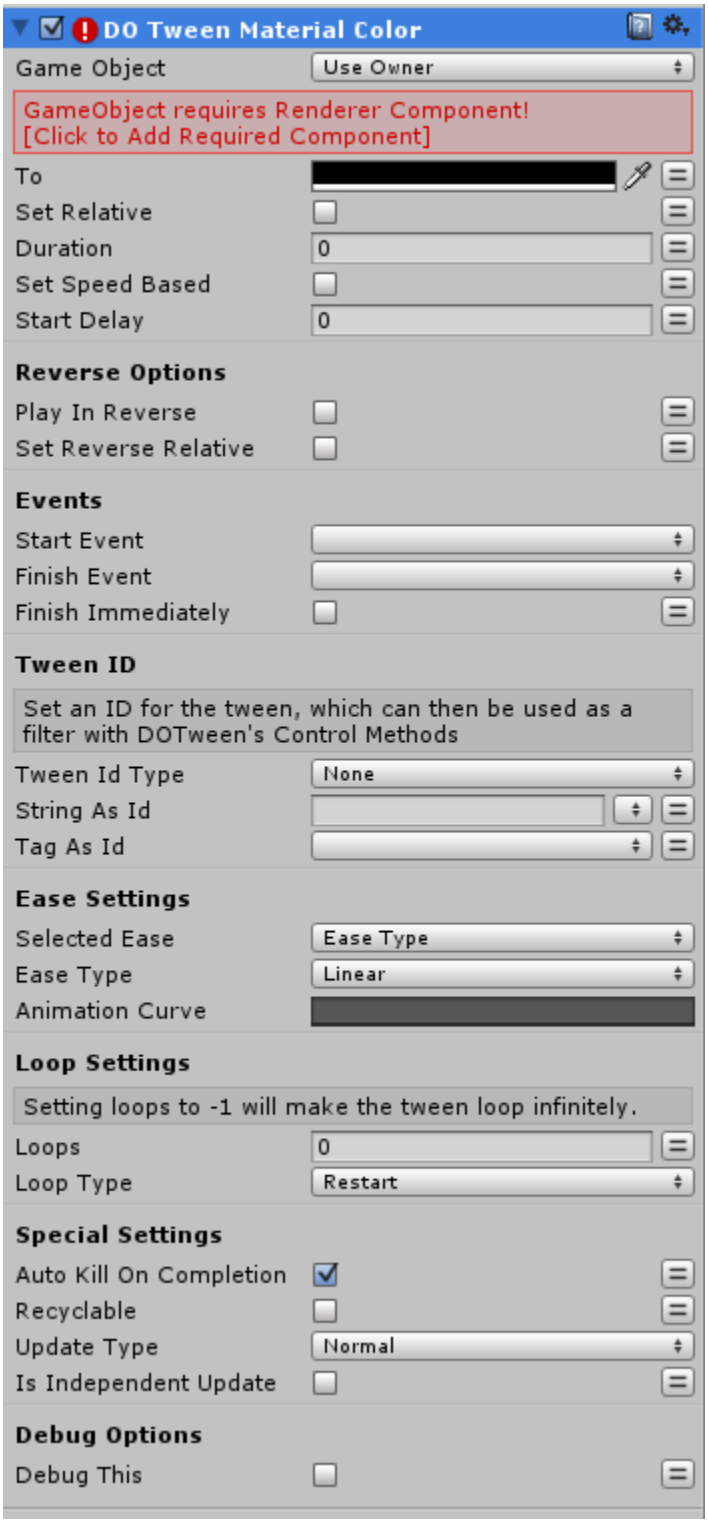
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN MATERIAL COLOR

Changes the target's color to the given one.



GameObject – reference to a gameObject with a Renderer Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

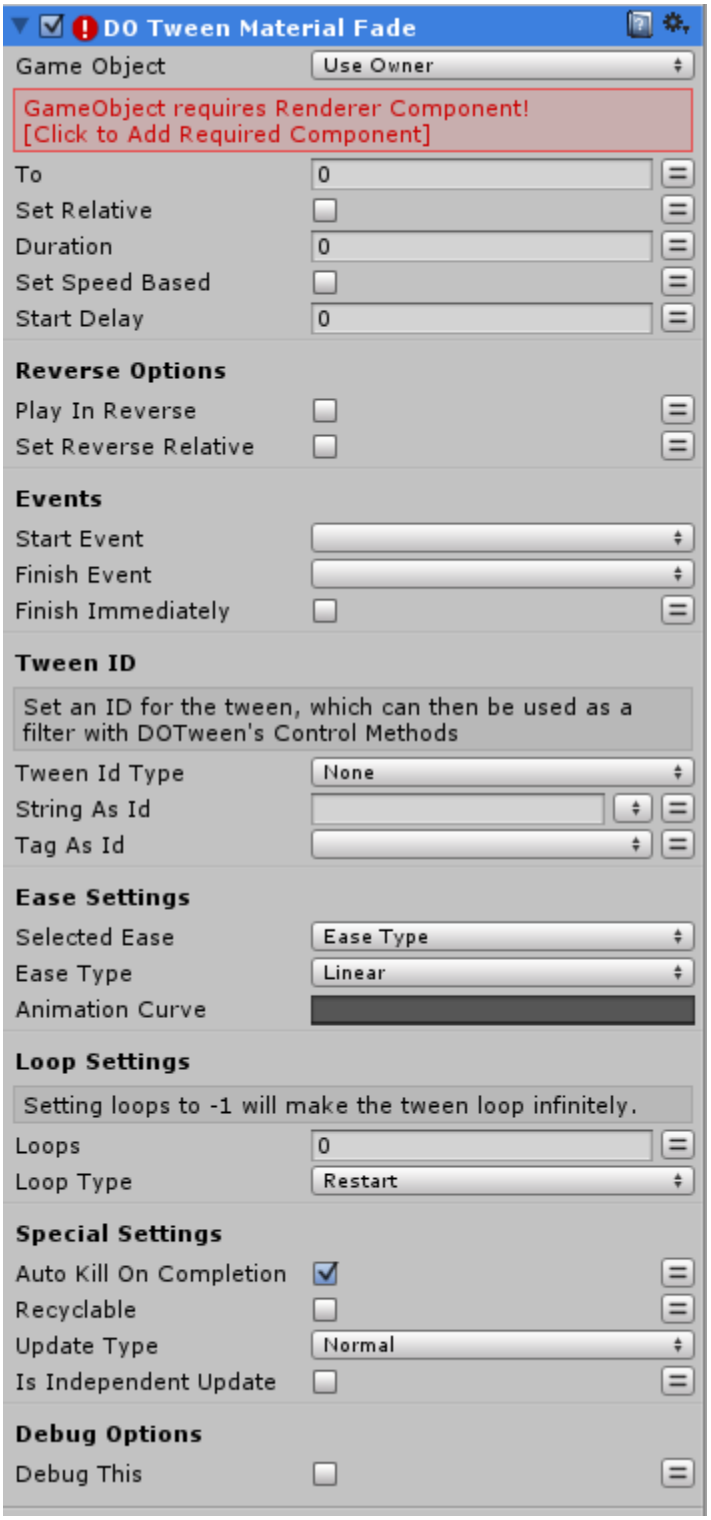
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN MATERIAL FADE

Fades the target's alpha to the given value (works only with materials that support alpha).



GameObject – reference to a gameObject with a Renderer Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

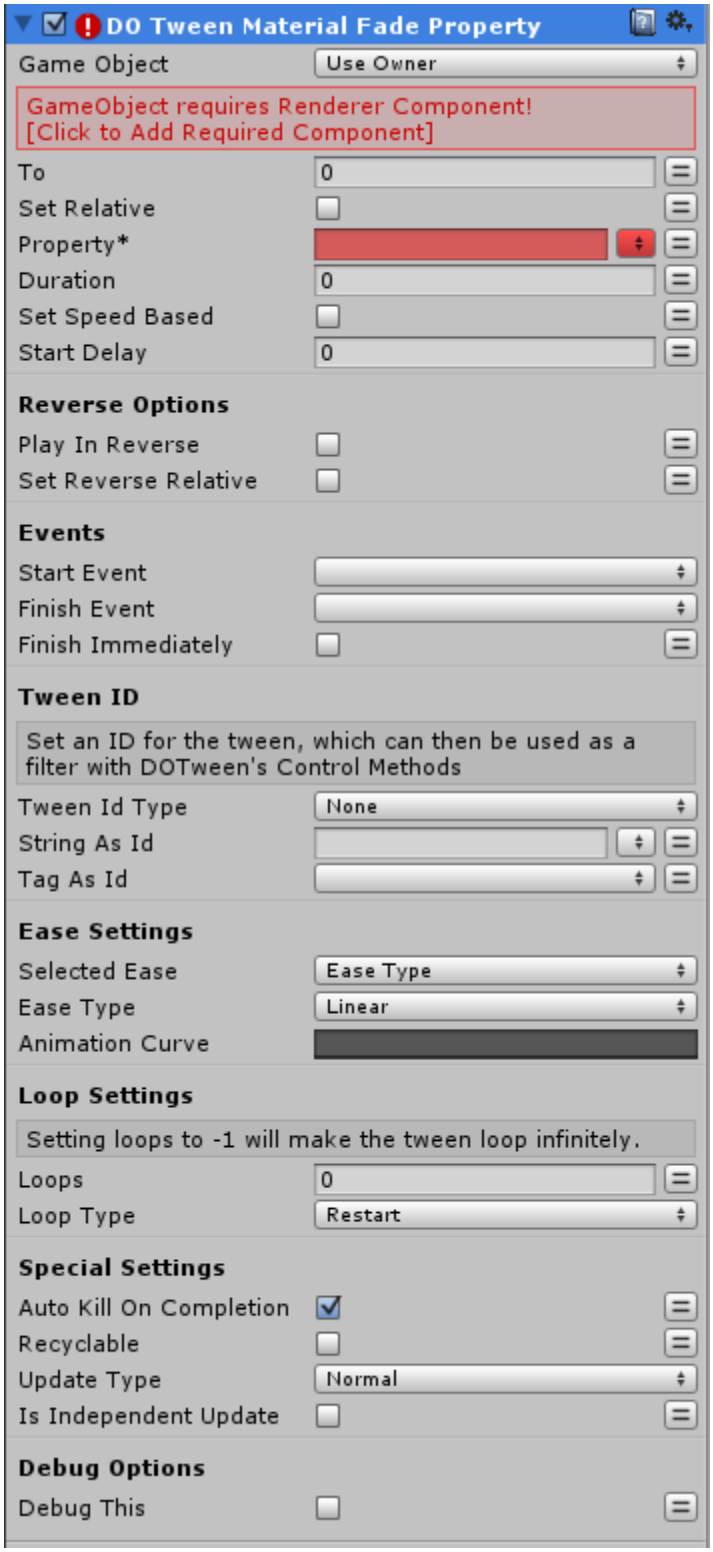
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN MATERIAL FADE PROPERTY

Fades the target's named alpha property to the given one.



GameObject – reference to a gameObject with a Renderer Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Property – The name of the material property to tween (like _Tint or _SpecColor)
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

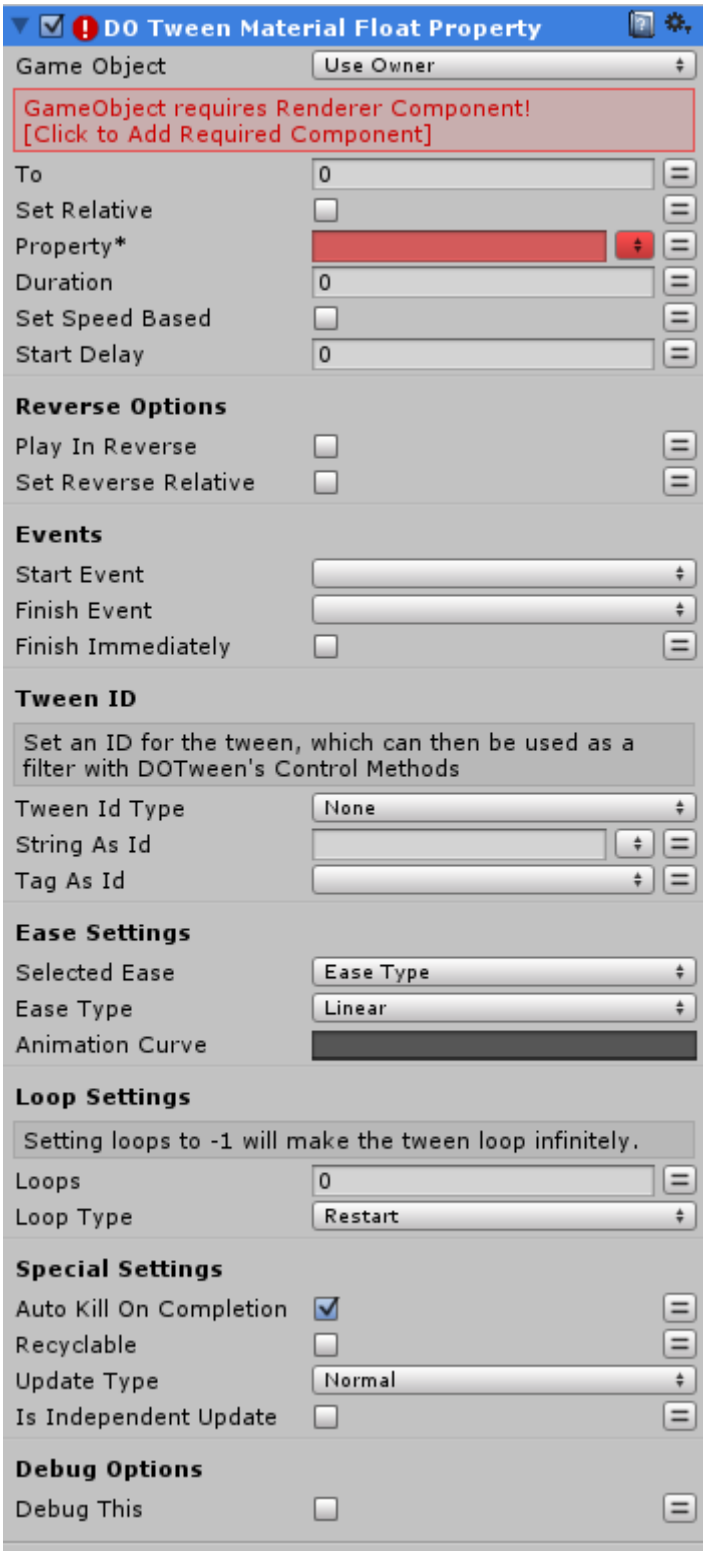
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN MATERIAL FLOAT PROPERTY

Changes the target's named float property to the given one.



GameObject – reference to a gameObject with a Renderer Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Property – The name of the material property to tween (like _Tint or _SpecColor)
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

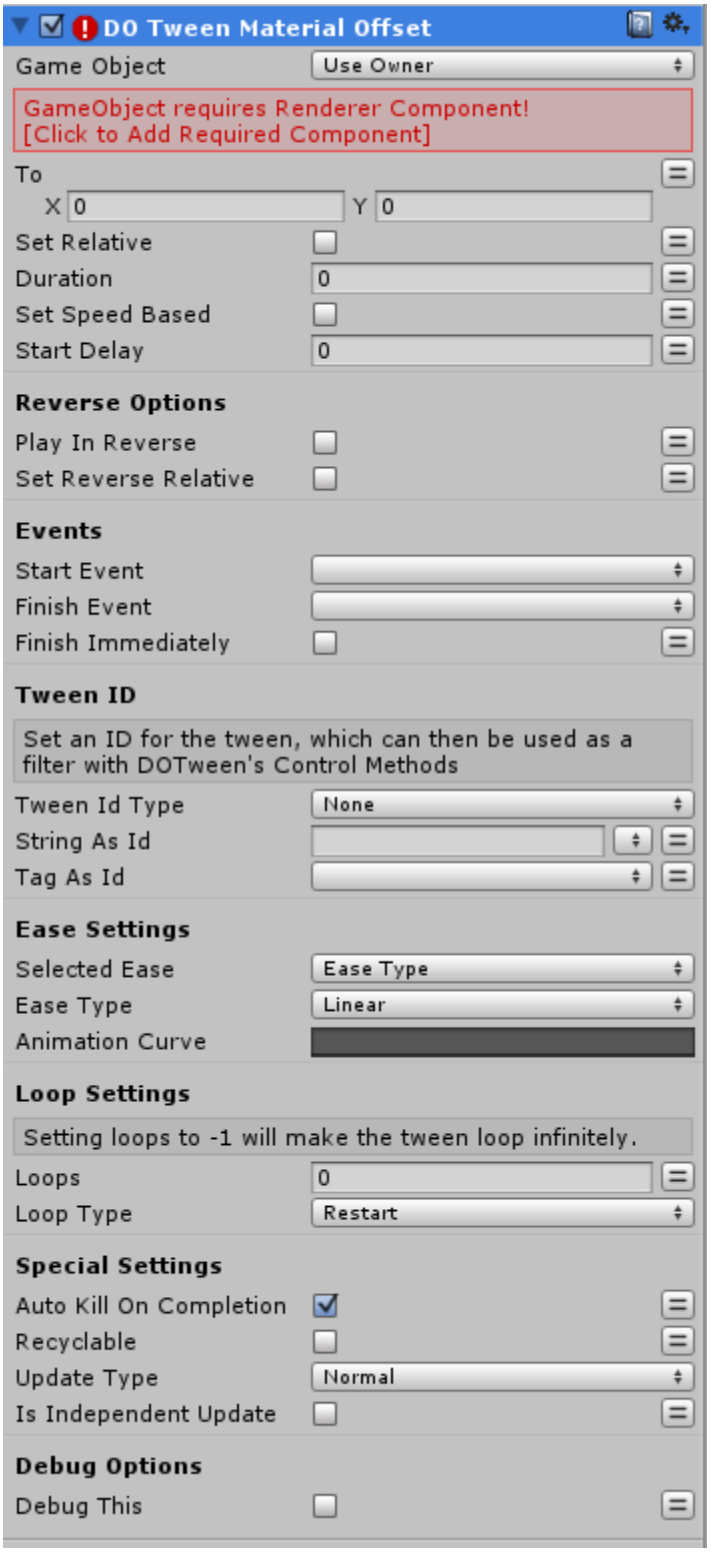
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN MATERIAL OFFSET

Changes the target's textureOffset to the given one.



GameObject – reference to a gameObject with a Renderer Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

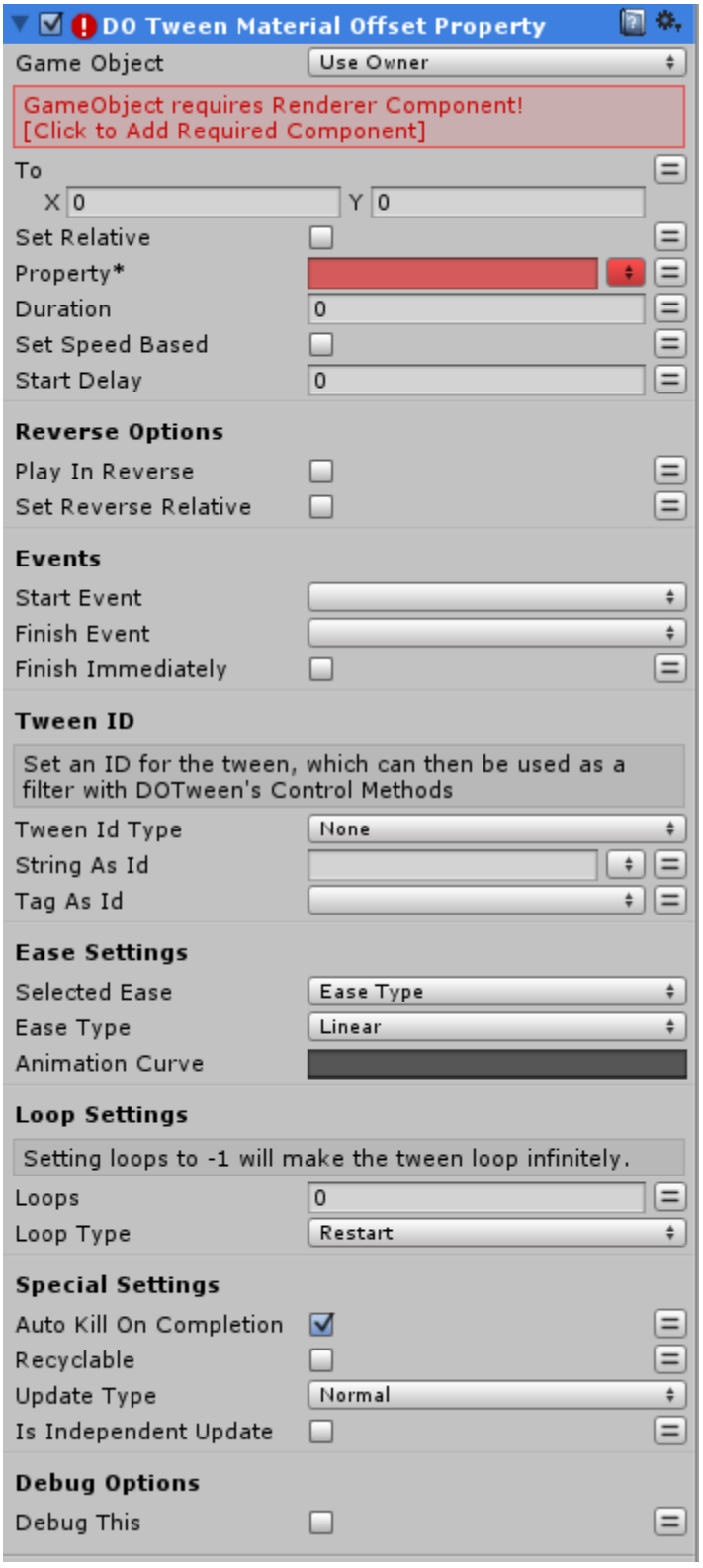
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN MATERIAL OFFSET PROPERTY

Changes the target's named textureOffset property to the given one.



GameObject – reference to a gameObject with a Renderer Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Property – The name of the material property to tween
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

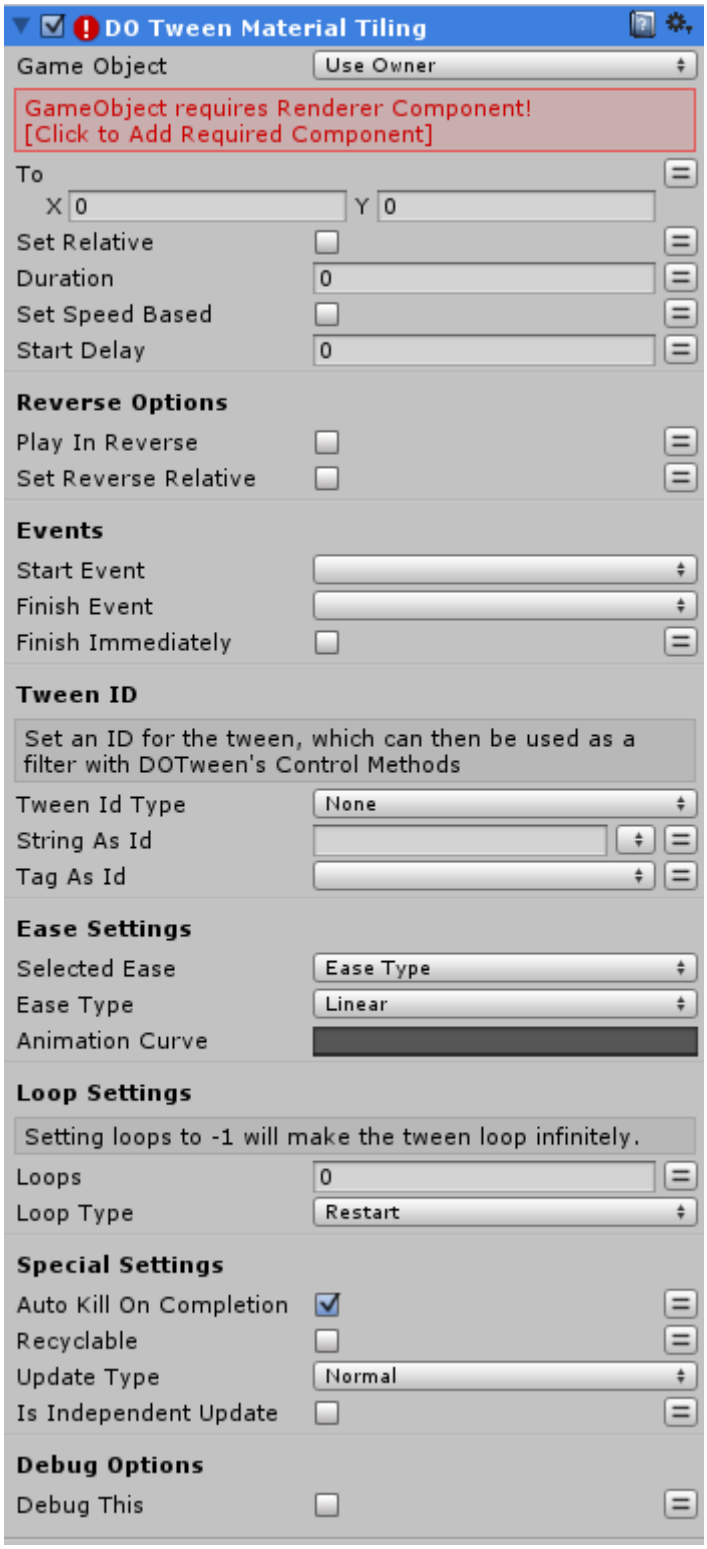
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN MATERIAL TILING

Changes the target's textureScale to the given one.



GameObject – reference to a gameObject with a Renderer Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

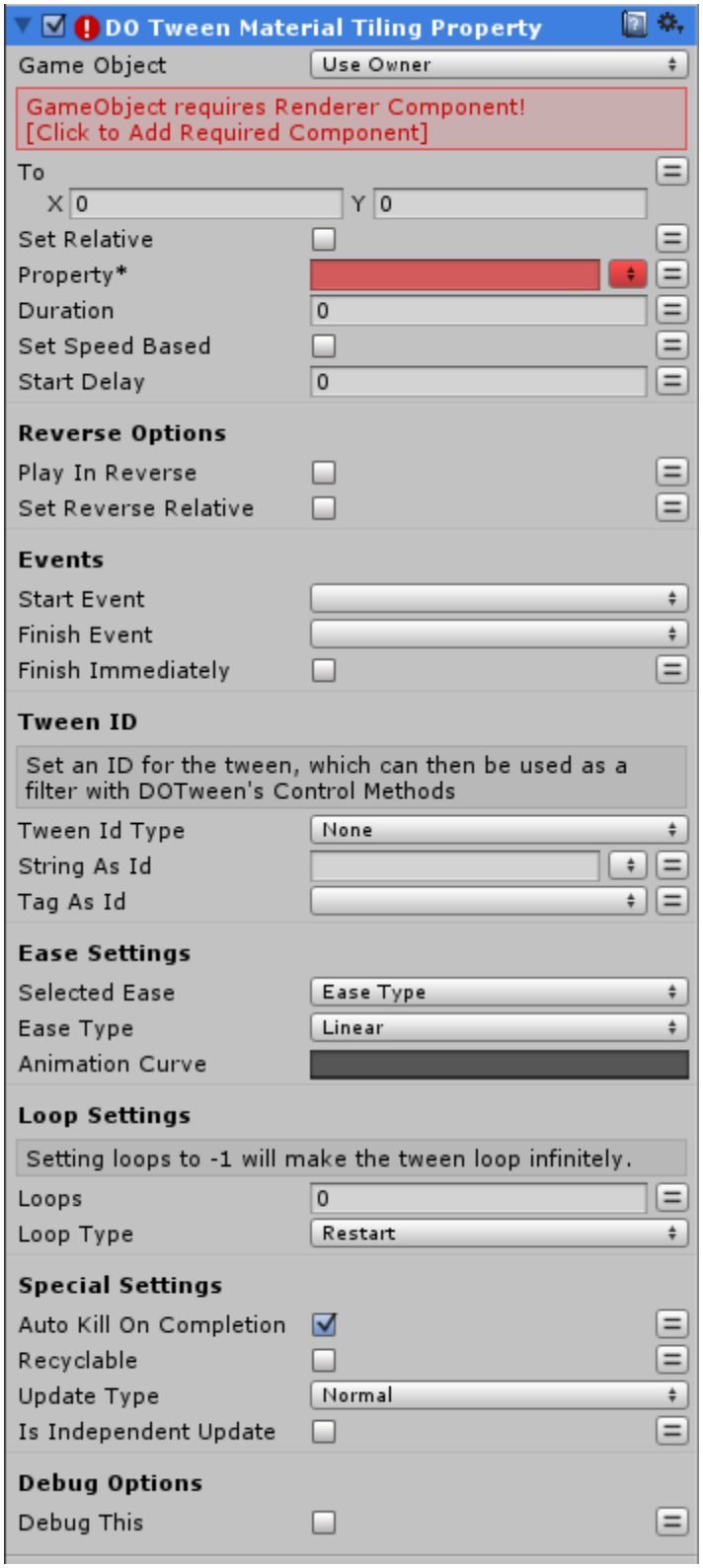
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN MATERIAL TILING PROPERTY

Changes the target's named textureScale property to the given one.



GameObject – reference to a gameObject with a Renderer Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Property – The name of the material property to tween
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

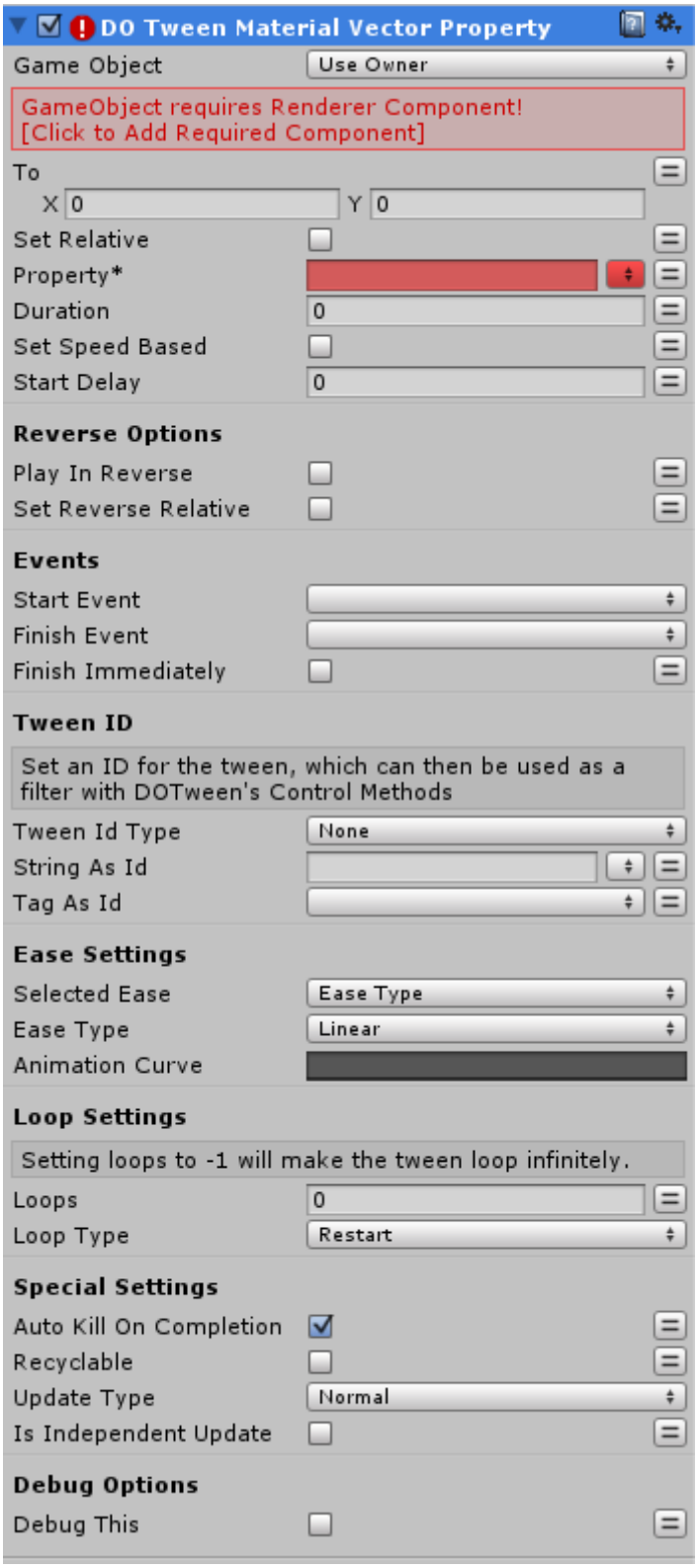
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN MATERIAL VECTOR PROPERTY

Changes the target's named Vector property to the given one.



GameObject – reference to a gameObject with a Renderer Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Property – The name of the material property to tween
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

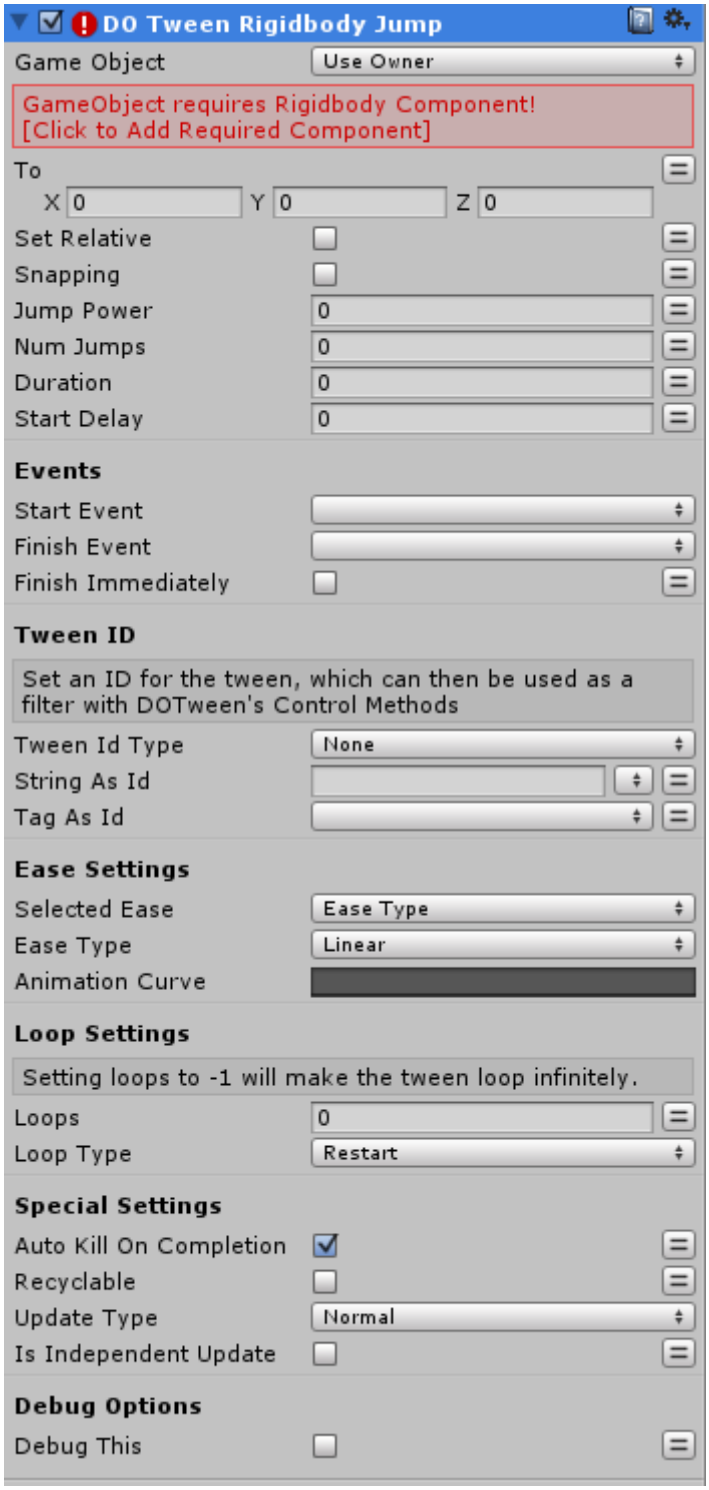
SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

RIGIDBODY

DOTWEEN RIGIDBODY JUMP

Tweens the target's position to the given value, while also applying a jump effect along the Y axis. NOTE: Returns a Sequence instead of a Tweener.



GameObject – reference to a gameObject with a RigidBody Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers
JumpPower – Power of the jump (the max height of the jump is represented by this plus the final Y offset)
NumJumps – Total number of jumps"
Duration – The duration of the tween
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

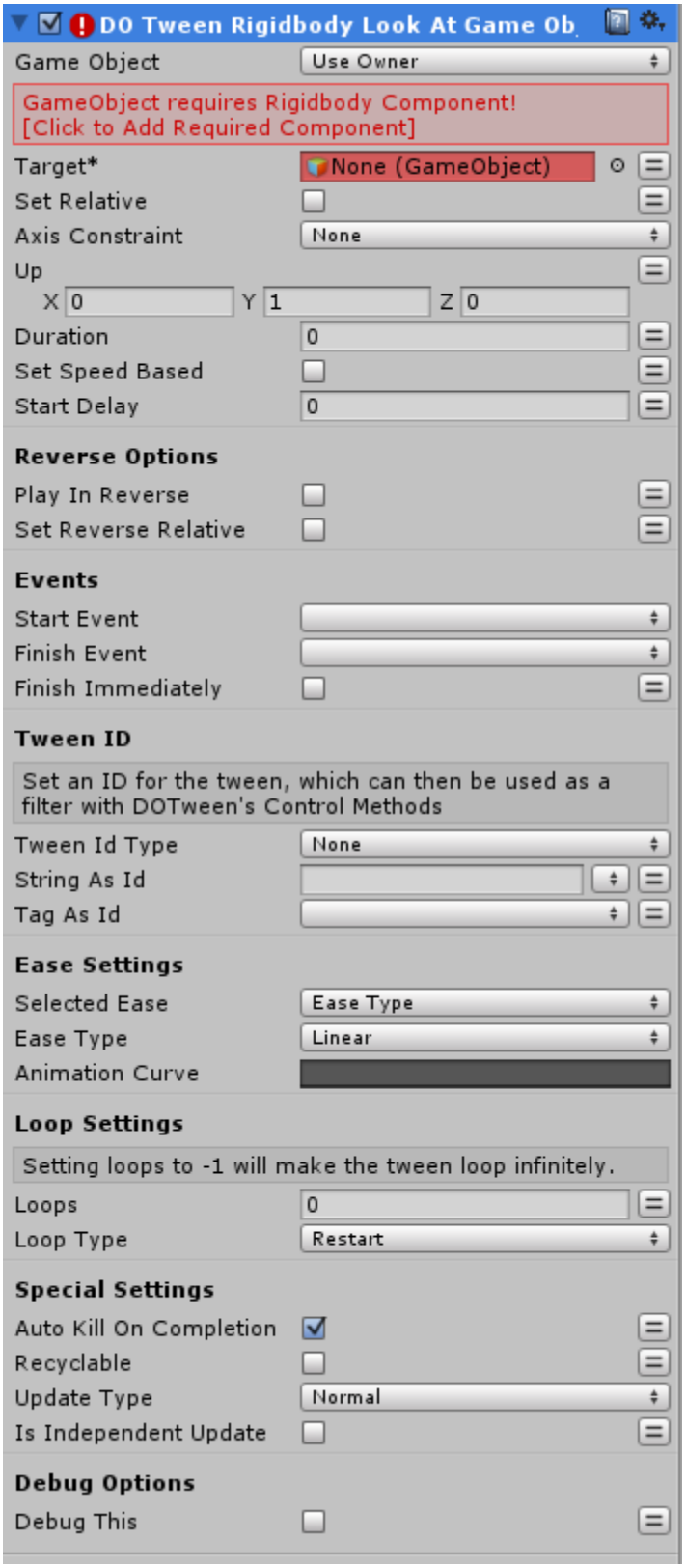
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RIGIDBODY LOOK AT GAMEOBJECT

Rotates the target so that it will look towards the given GameObject's position.



GameObject – reference to a gameObject with a RigidBody Component attached.
Target - The GameObject to look at
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
AxisContratint – Eventual axis constraint for the rotation
Up – The vector that defines in which direction up is (default: Vector3.up)
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

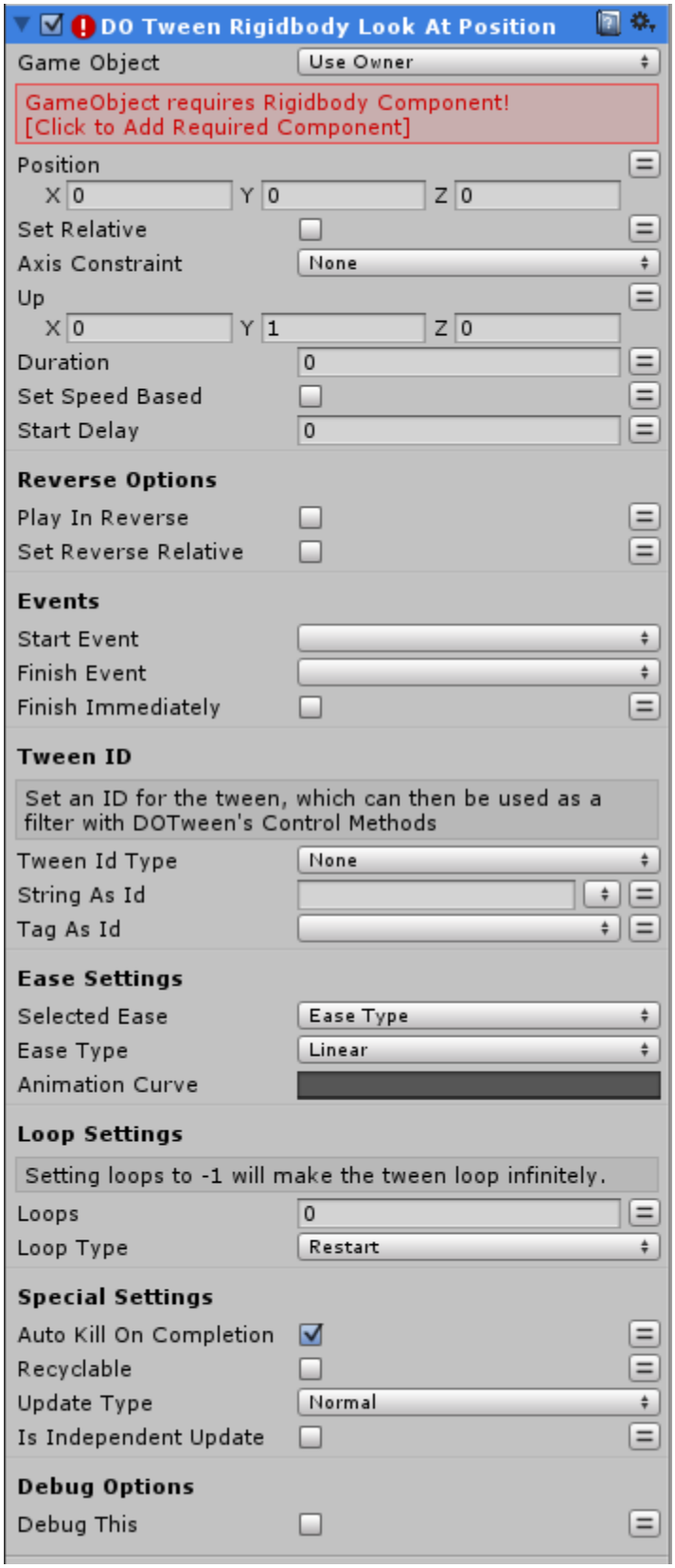
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RIGIDBODY LOOK AT POSITION

Rotates the target so that it will look towards the given position.



GameObject – reference to a gameObject with a RigidBody Component attached.
Position - The position to look at
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
AxisContratint – Eventual axis constraint for the rotation
Up – The vector that defines in which direction up is (default: Vector3.up)
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

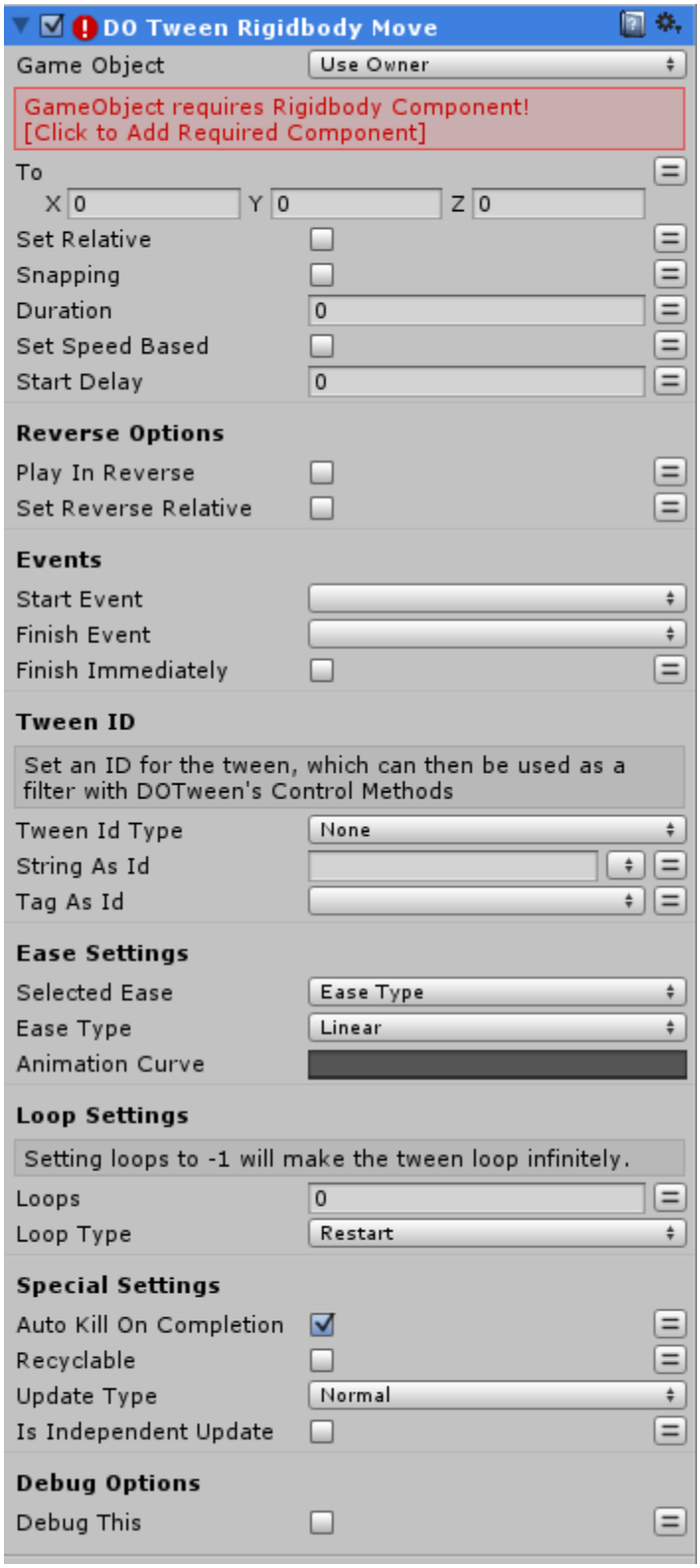
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RIGIDBODY MOVE

Moves the target's position to the given value.



GameObject – reference to a gameObject with a RigidBody Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers.
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

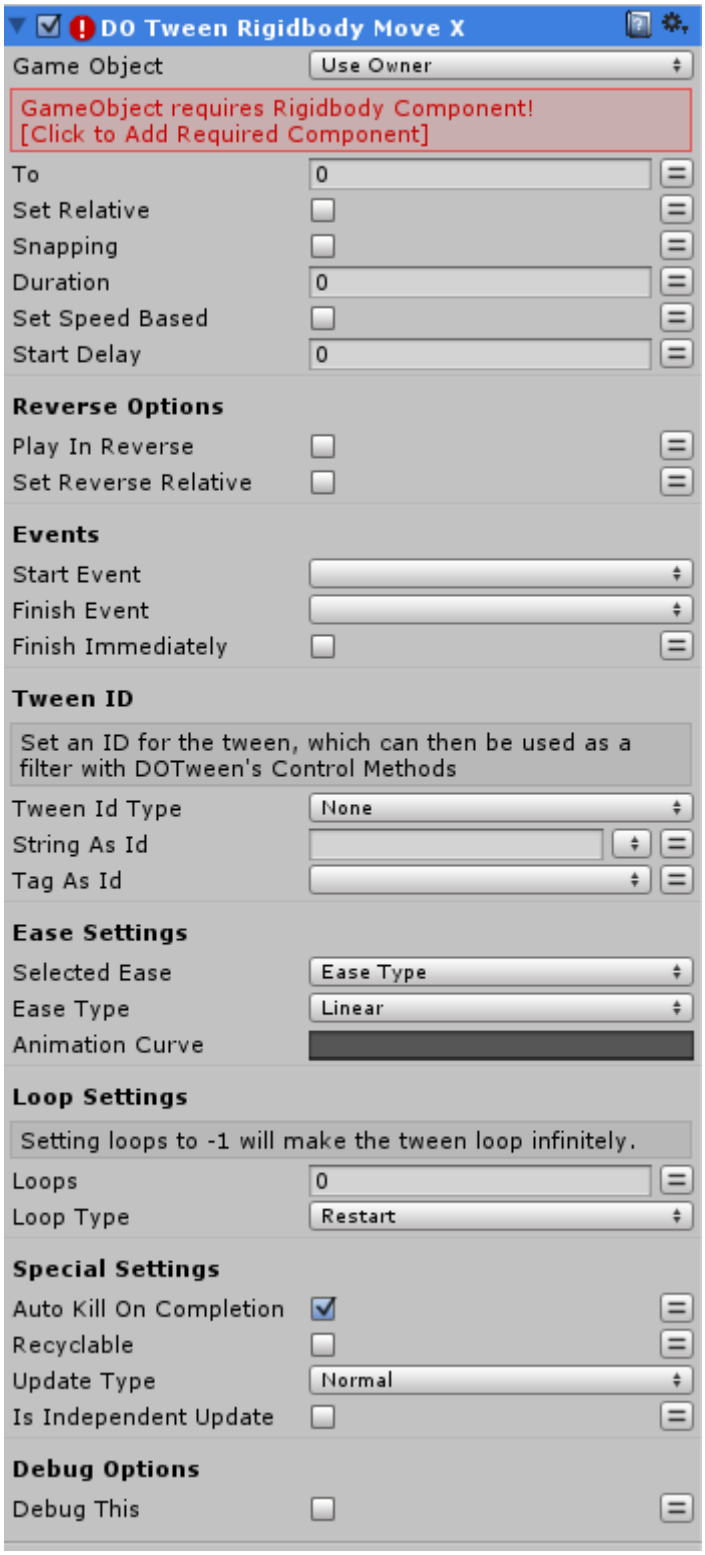
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RIGIDBODY MOVE X

Moves the target's position to the given value, tweening only the X axis.



GameObject – reference to a gameObject with a RigidBody Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers.
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

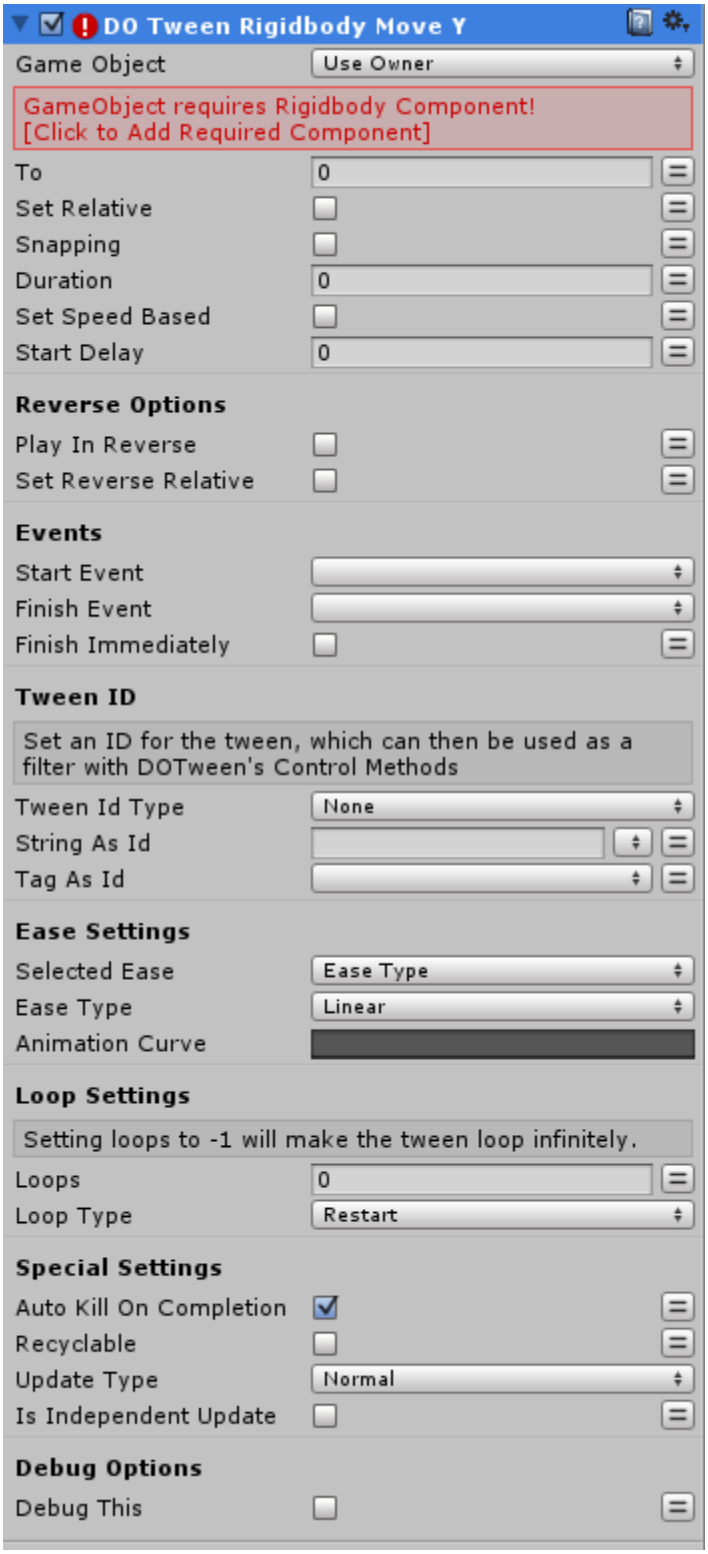
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RIGIDBODY MOVE Y

Moves the target's position to the given value, tweening only the Y axis.



GameObject – reference to a gameObject with a RigidBody Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers.
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

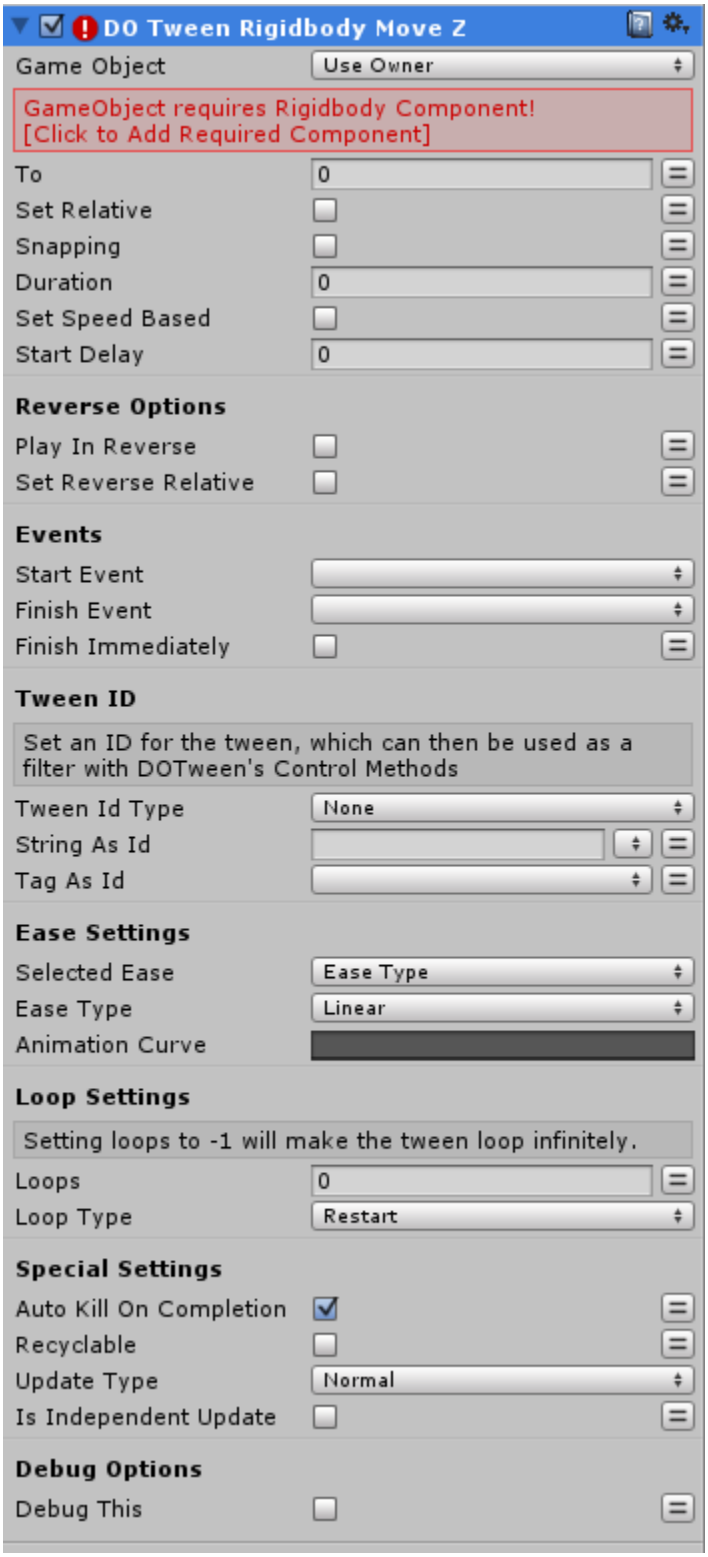
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RIGIDBODY MOVE Z

Moves the target's position to the given value, tweening only the Z axis.



GameObject – reference to a gameObject with a RigidBody Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers.
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

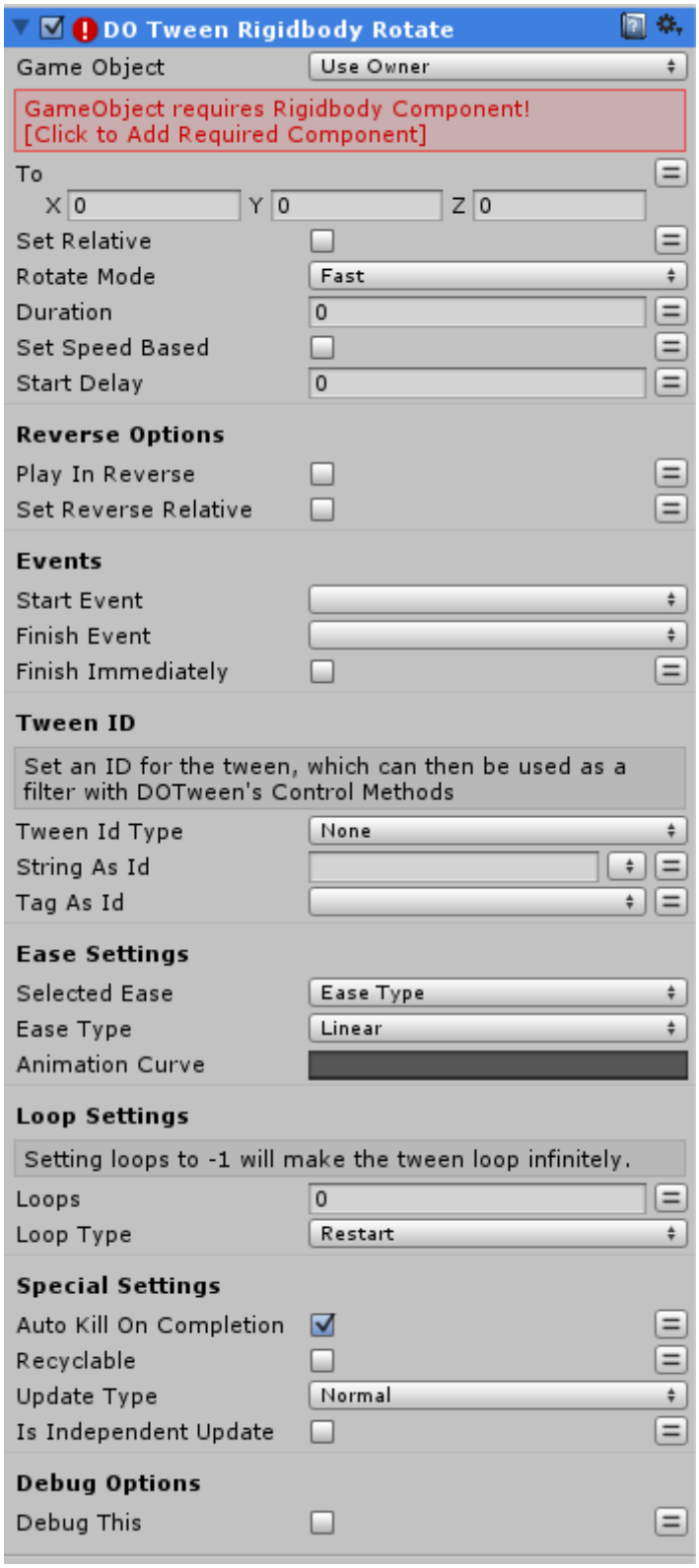
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RIGIDBODY ROTATE

Rotates the target to the given value. Requires a Vector3 end value, not a Quaternion (if you really want to pass a Quaternion, just convert it using myQuaternion.eulerAngles).



GameObject – reference to a gameObject with a RigidBody Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
RotateMode – Rotation mode
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

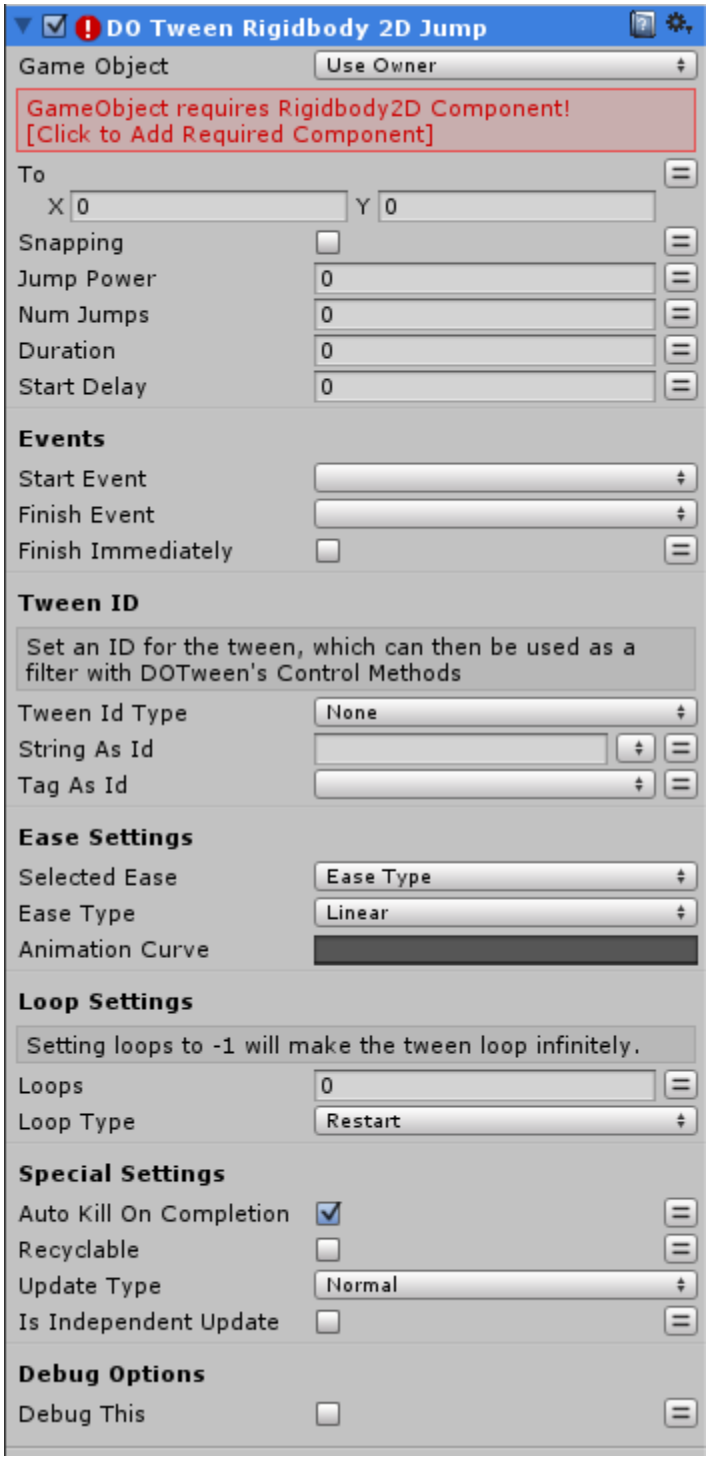
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RIGIDBODY 2D JUMP

Tweens the target's position to the given value, while also applying a jump effect along the Y axis. NOTE: Returns a Sequence instead of a Tweener.



GameObject – reference to a gameObject with a RigidBody2D Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers
JumpPower – Power of the jump (the max height of the jump is represented by this plus the final Y offset)
NumJumps – Total number of jumps
Duration – The duration of the tween
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

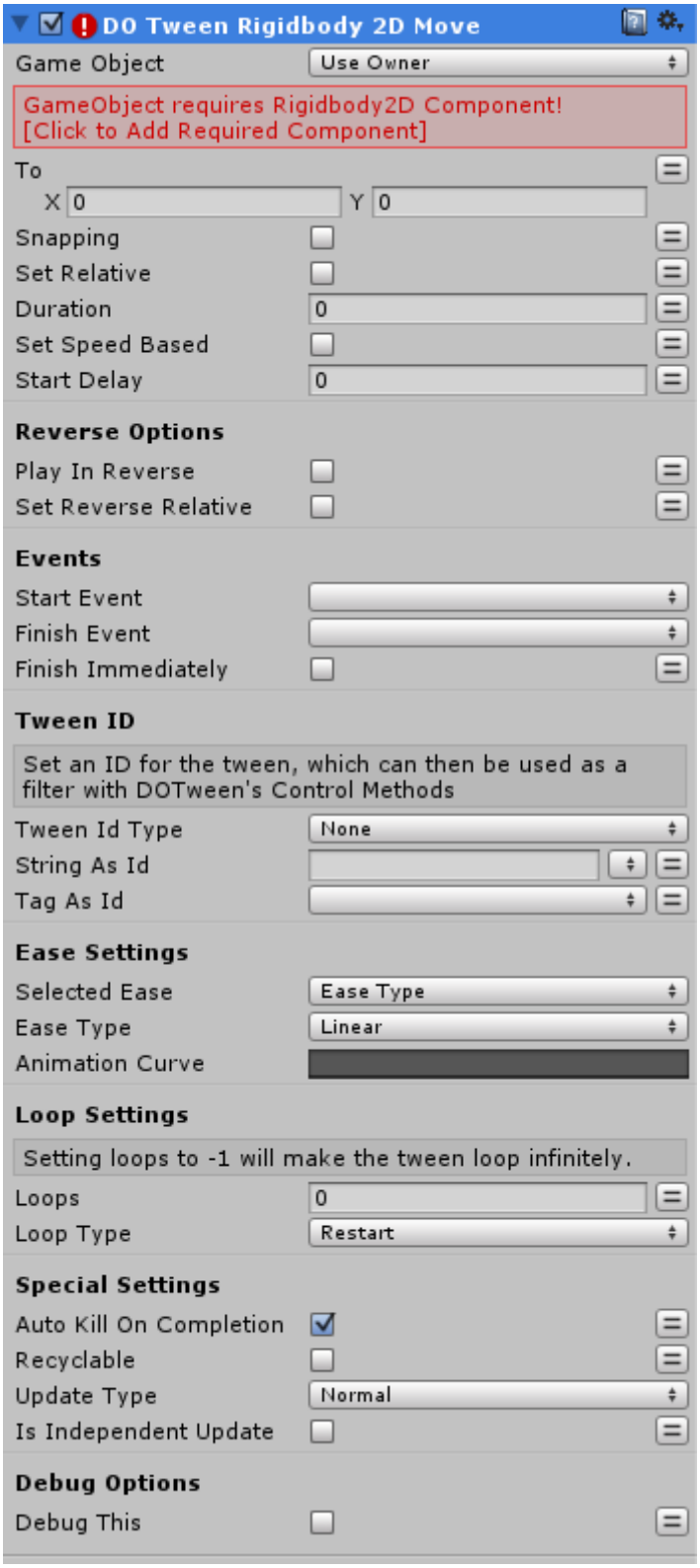
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RIGIDBODY 2D MOVE

Moves the target's position to the given value.



GameObject – reference to a gameObject with a RigidBody2D Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers.
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

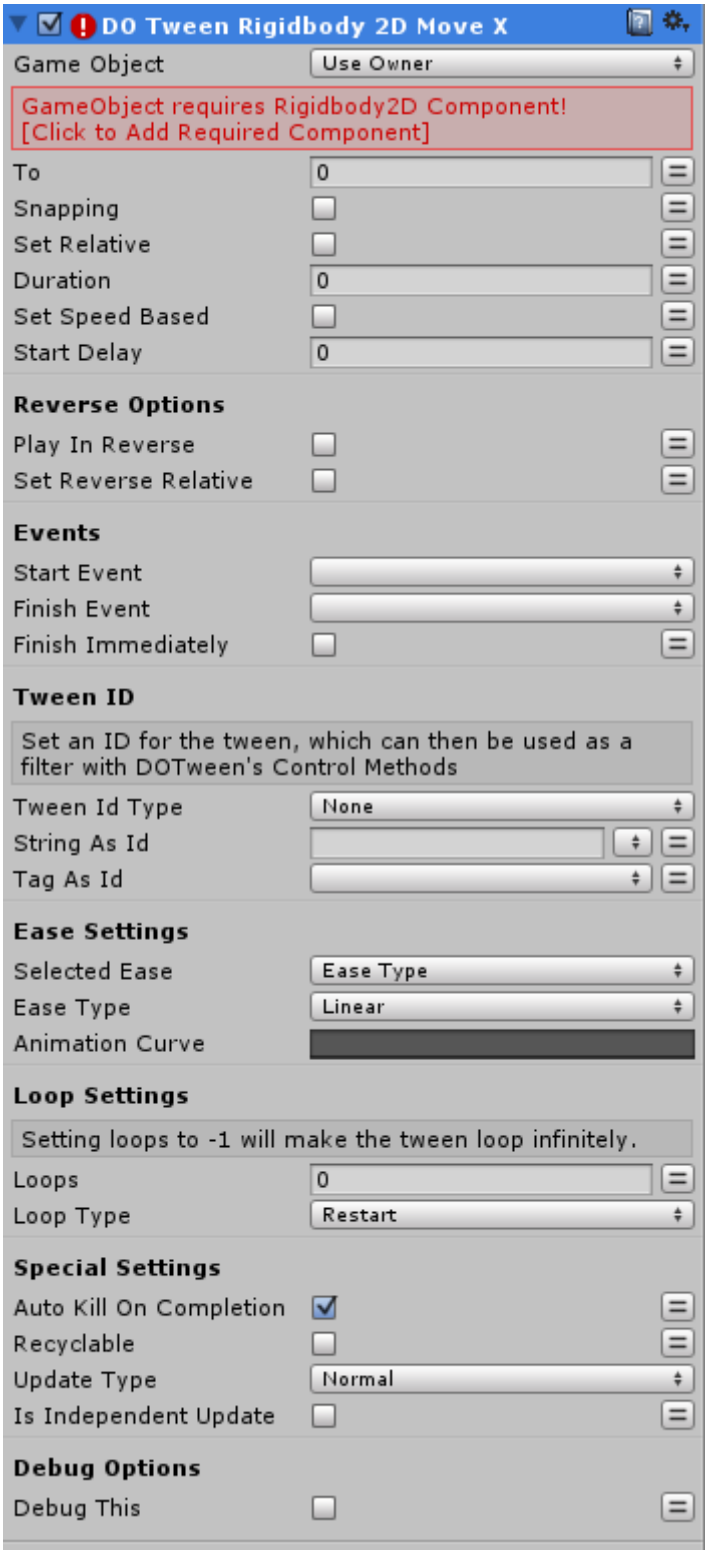
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RIGIDBODY 2D MOVE X

Moves the target's position to the given value, tweening only the X axis.



GameObject – reference to a gameObject with a RigidBody2D Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers.
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

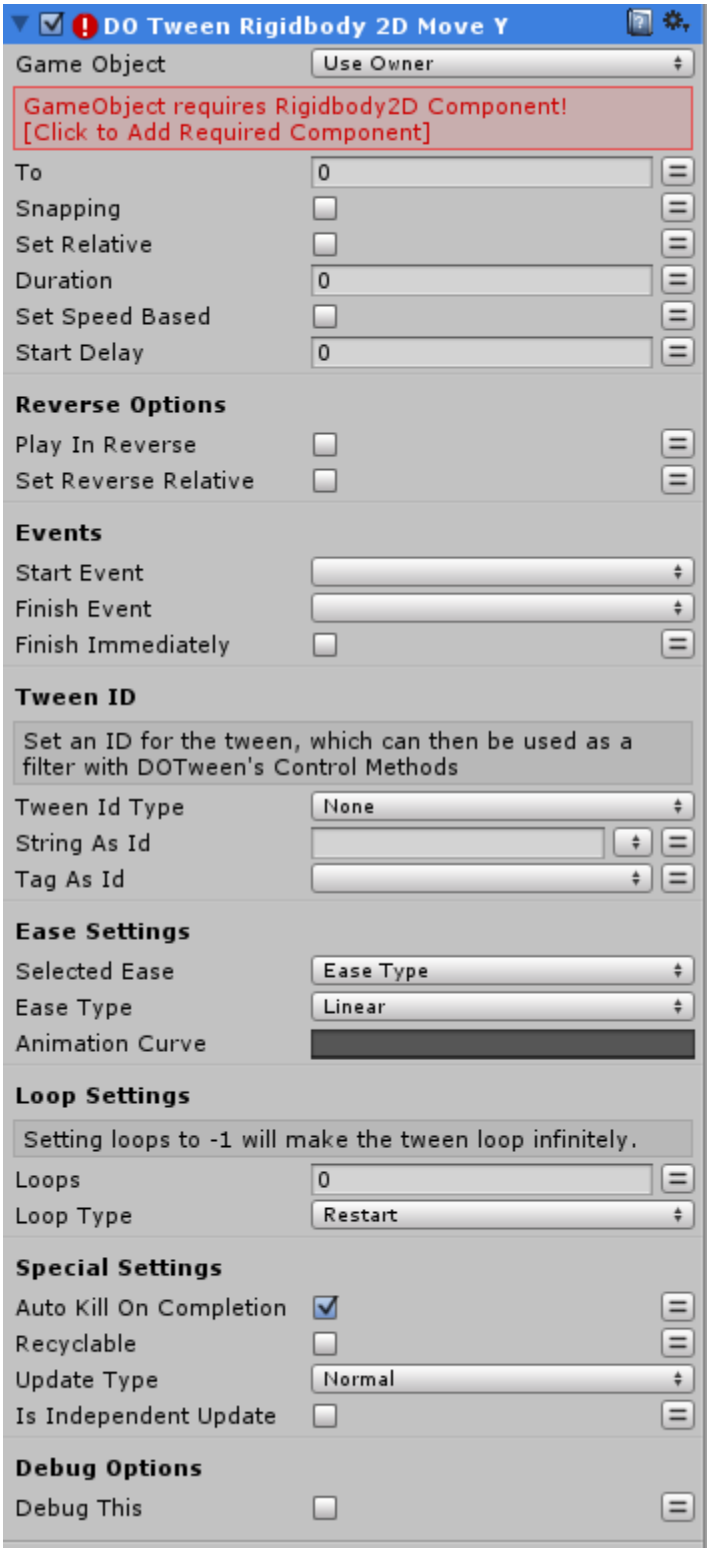
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RIGIDBODY 2D MOVE Y

Moves the target's position to the given value, tweening only the Y axis.



GameObject – reference to a gameObject with a RigidBody2D Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers.
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

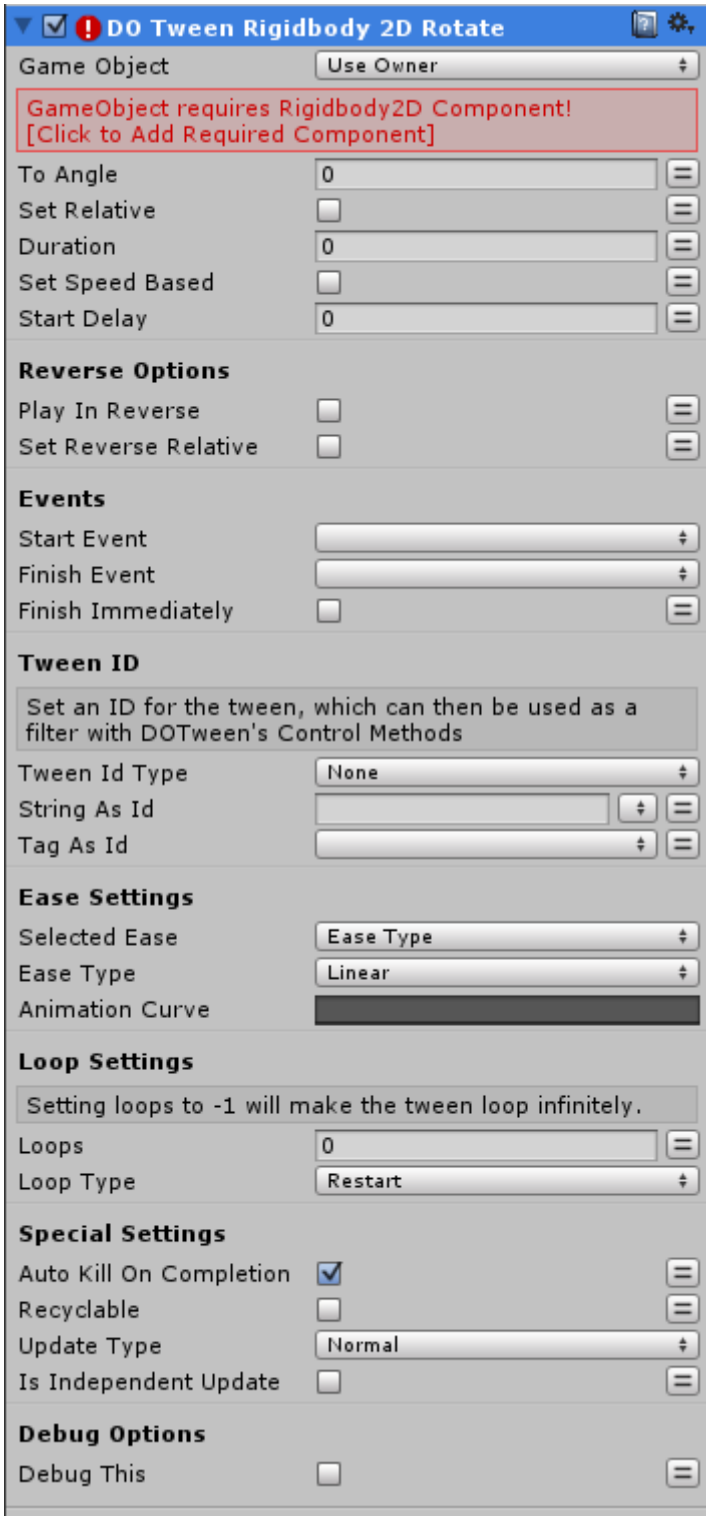
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RIGIDBODY 2D ROTATE

Rotates the target to the given value.



GameObject – reference to a gameObject with a RigidBody Component attached.
ToAngle - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

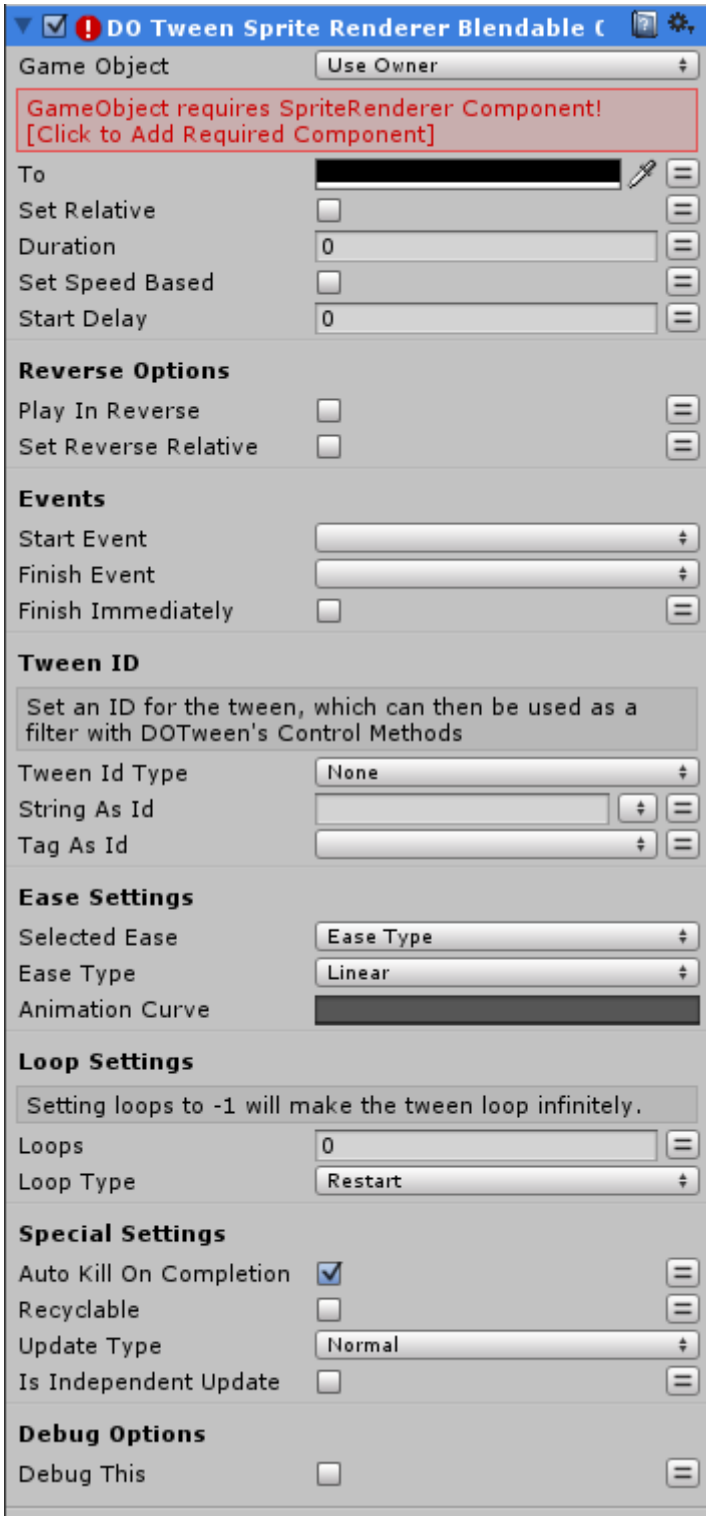
SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

SPRITE RENDERER

DOTWEEN SPRITE RENDERER BLENDABLE COLOR

Tweens the target's color to the given value, in a way that allows other DOBlendableColor tweens to work together on the same target, instead than fight each other as multiple DOColor would do.



GameObject – reference to a gameObject with a SpriteRenderer Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

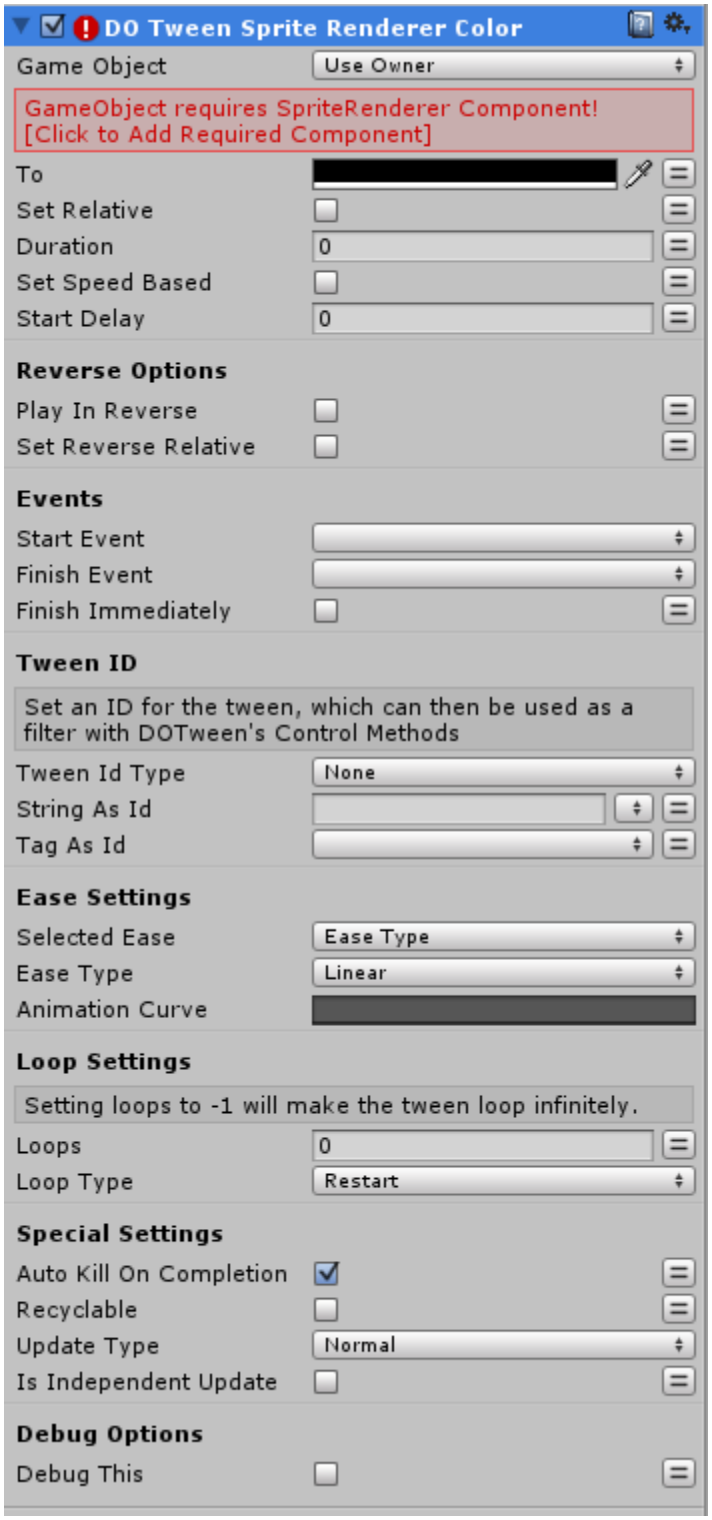
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN SPRITE RENDERER COLOR

Changes the target's color to the given one.



GameObject – reference to a gameObject with a SpriteRenderer Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

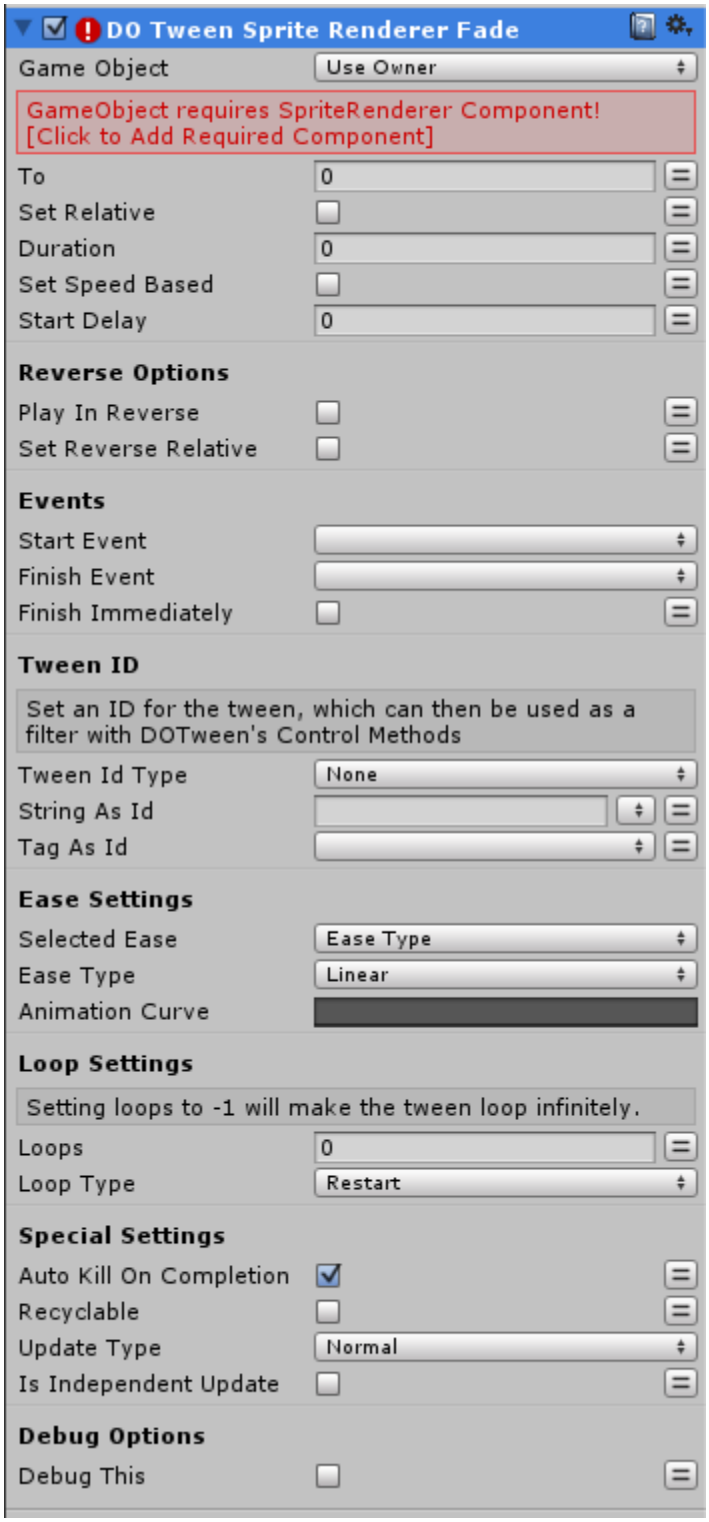
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN SPRITE RENDERER FADE

Fades the target's alpha to the given value.



GameObject – reference to a gameObject with a SpriteRenderer Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

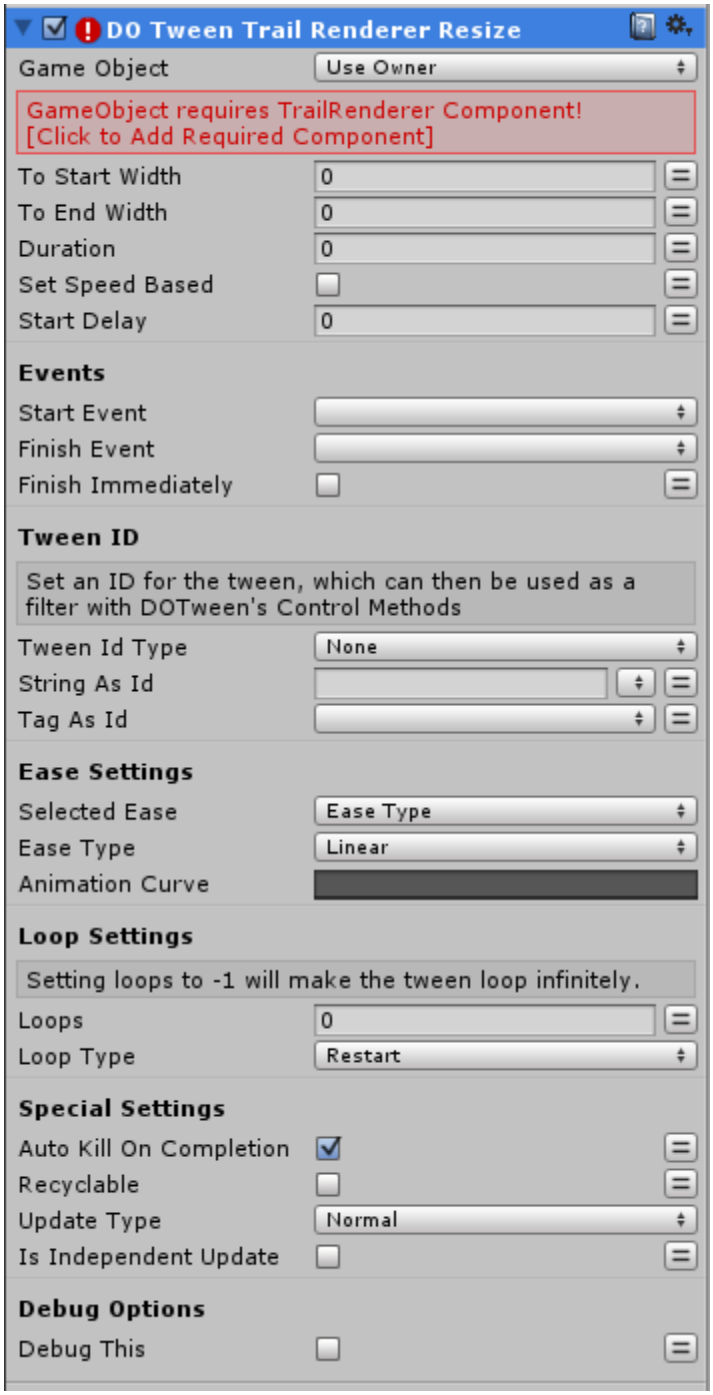
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRAIL RENDERER RESIZE

Tweens a TrailRenderer's startWidth/endWidth to the given value. Also stores the TrailRenderer as the tween's target so it can be used for filtered operations



GameObject – reference to a gameObject with a TrailRenderer Component attached.
To Start Width - The end startWidth to reach
To End Width - The end endWidth to reach
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

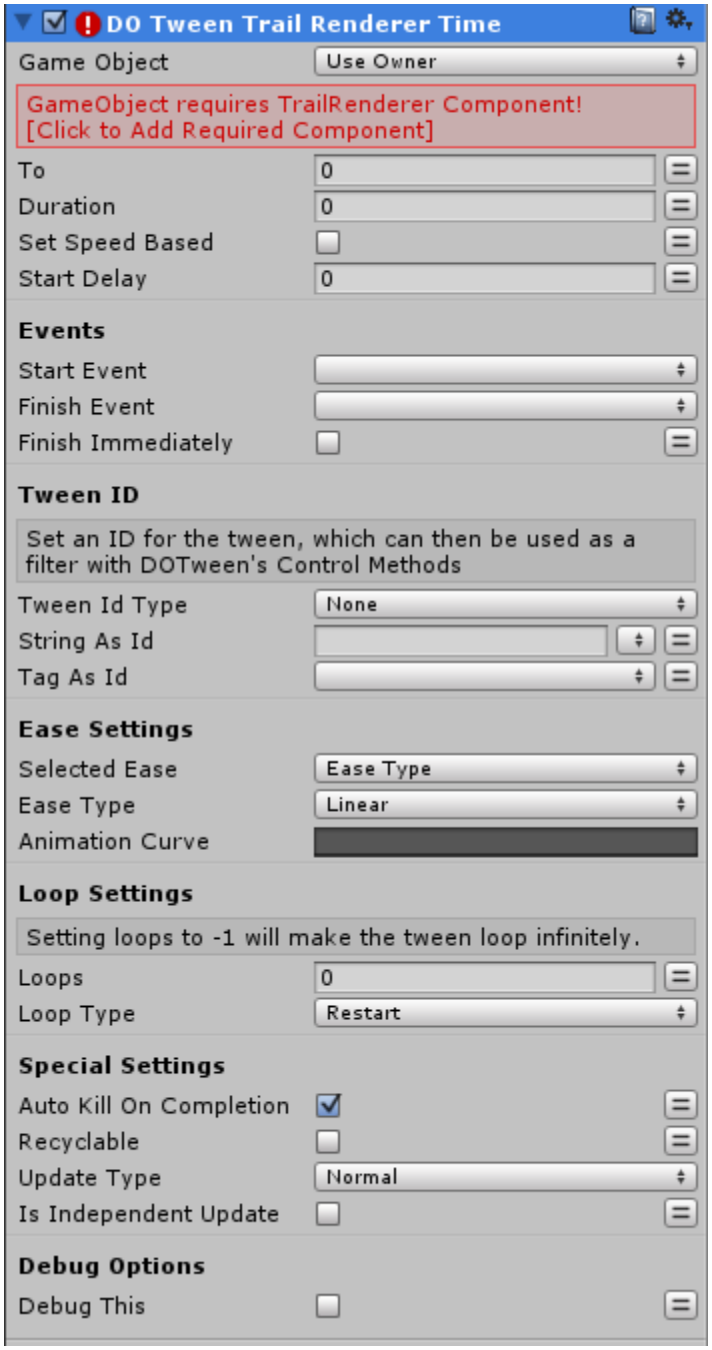
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRAIL RENDERER TIME

Changes the target's time value to the given one



GameObject – reference to a gameObject with a TrailRenderer Component attached.
To - The end value to reach
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

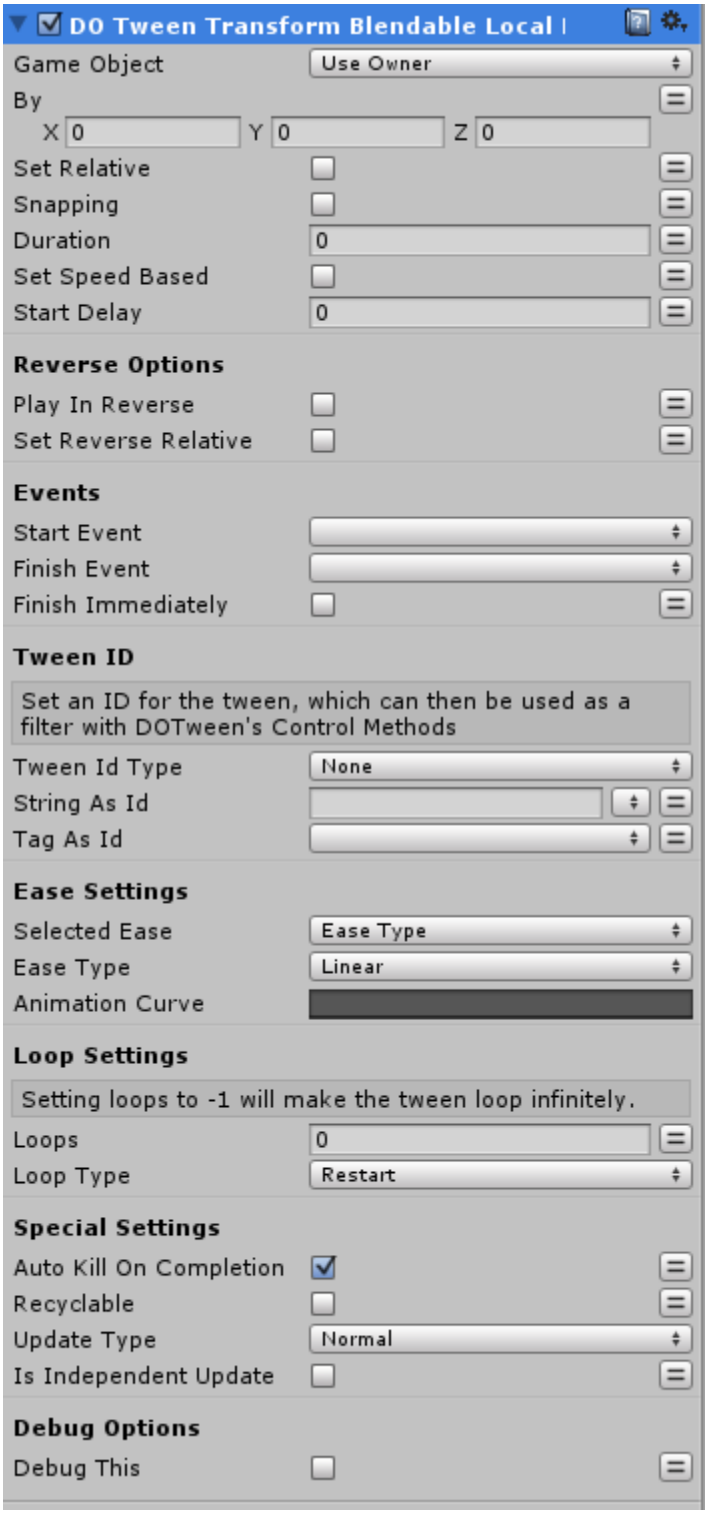
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM BLENDABLE LOCAL MOVE BY

Tweens a Transform's localPosition BY the given value (as if it was set to relative), in a way that allows other DOBlendableMove tweens to work together on the same target, instead than fight each other as multiple DOMove would do.



GameObject – reference to a gameObject with a Transform Component attached.
By - The value to tween by
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping - If TRUE the tween will smoothly snap all values to integers.
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

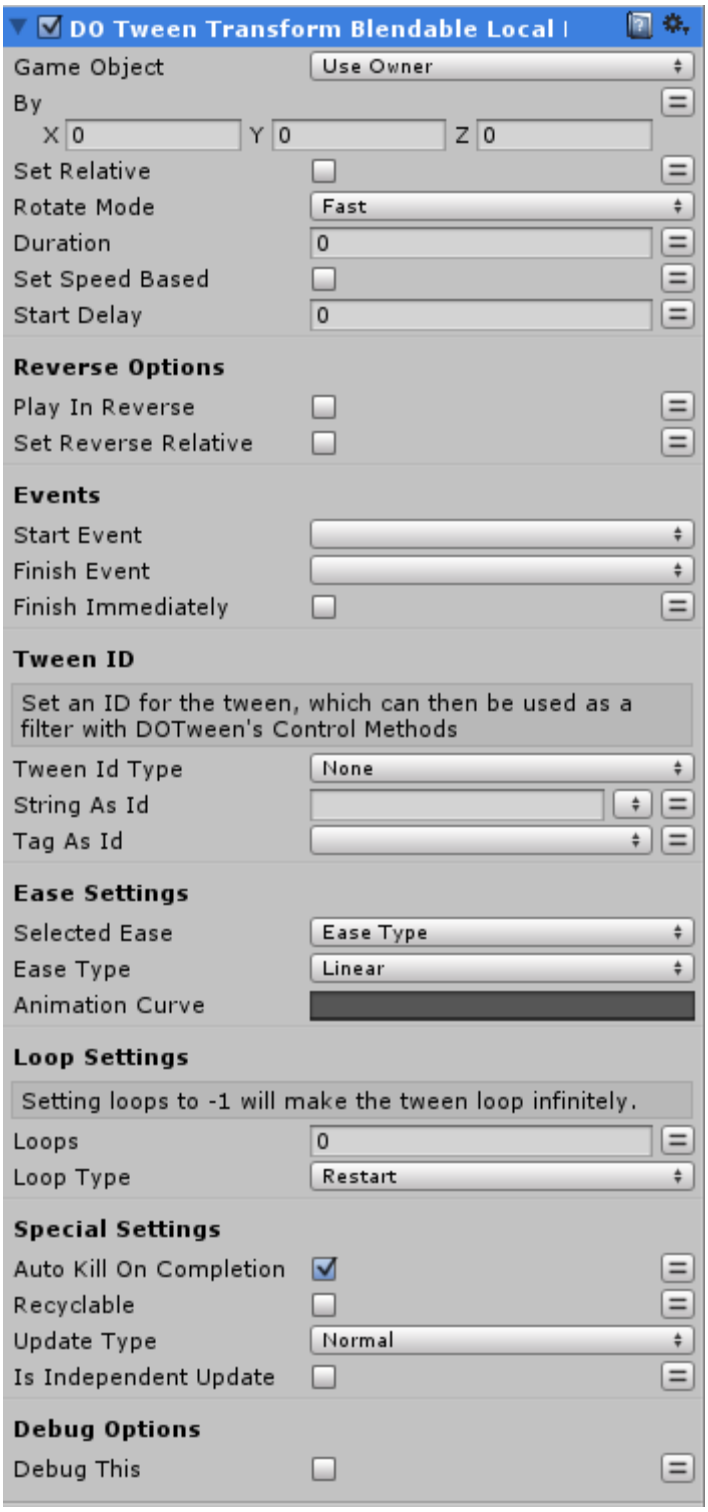
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM BLENDABLE LOCAL ROTATE BY

Tweens a Transform's localRotation BY the given value (as if it was set to relative), in a way that allows other DOBlendableRotate tweens to work together on the same target, instead than fight each other as multiple DORotate would do. NOTE: This is an experimental feature.



GameObject – reference to a gameObject with a Transform Component attached.
By - The value to tween by
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
RotateMode - Rotate Mode
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

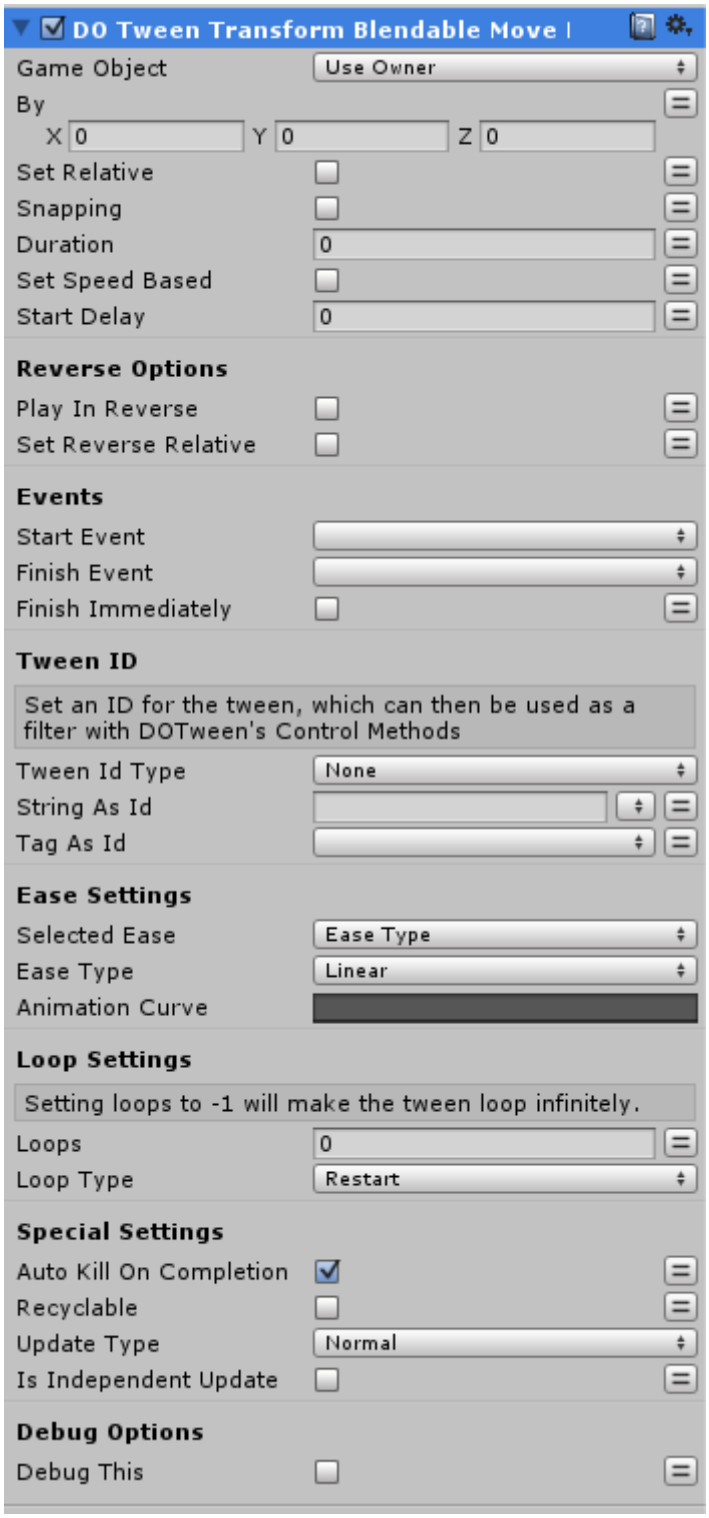
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM BLENDABLE MOVE BY

Tweens a Transform's position BY the given value (as if it was set to relative), in a way that allows other DOBlendableMove tweens to work together on the same target, instead than fight each other as multiple DOMove would do.



GameObject – reference to a gameObject with a Transform Component attached.
By - The value to tween by
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping - If TRUE the tween will smoothly snap all values to integers.
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

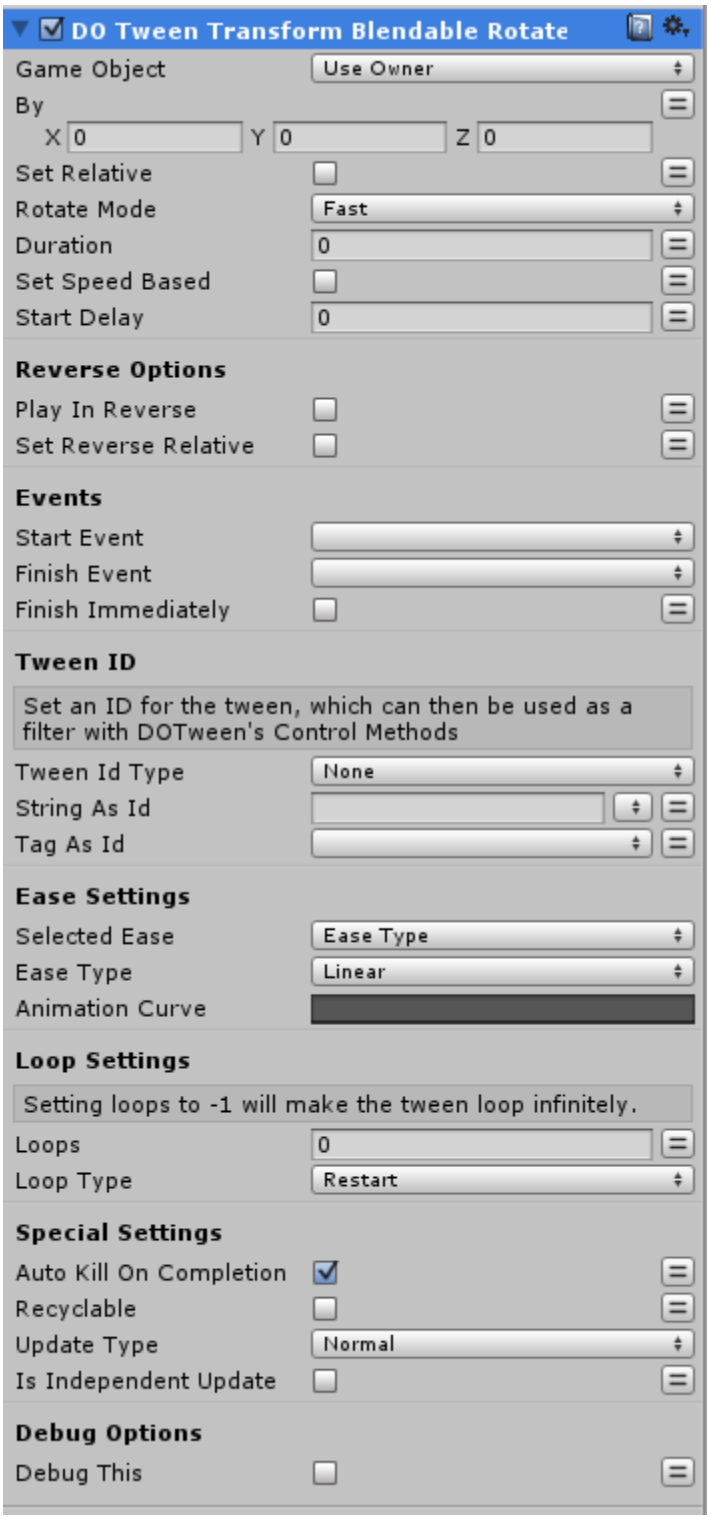
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM BLENDABLE ROTATE BY

Tweens a Transform's rotation BY the given value (as if it was set to relative), in a way that allows other DOBlendableRotate tweens to work together on the same target, instead than fight each other as multiple DORotate would do. NOTE: This is an experimental feature.



GameObject – reference to a gameObject with a Transform Component attached.
By - The value to tween by
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
RotateMode - Rotate Mode
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

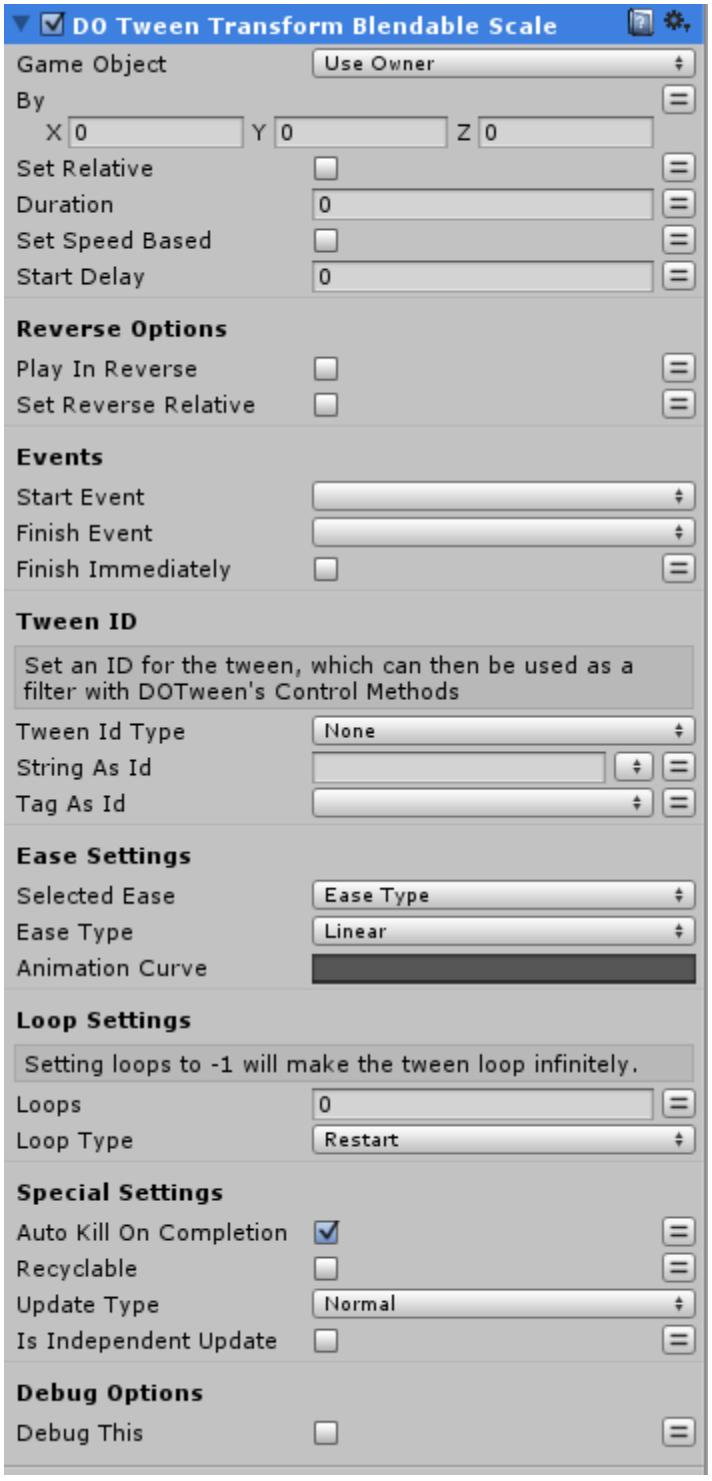
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM BLENDABLE SCALE BY

Tweens a Transform's localScale BY the given value (as if it was set to relative), in a way that allows other DOBlendableScale tweens to work together on the same target, instead than fight each other as multiple DOScale would do.



GameObject – reference to a gameObject with a Transform Component attached.
By - The value to tween by
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

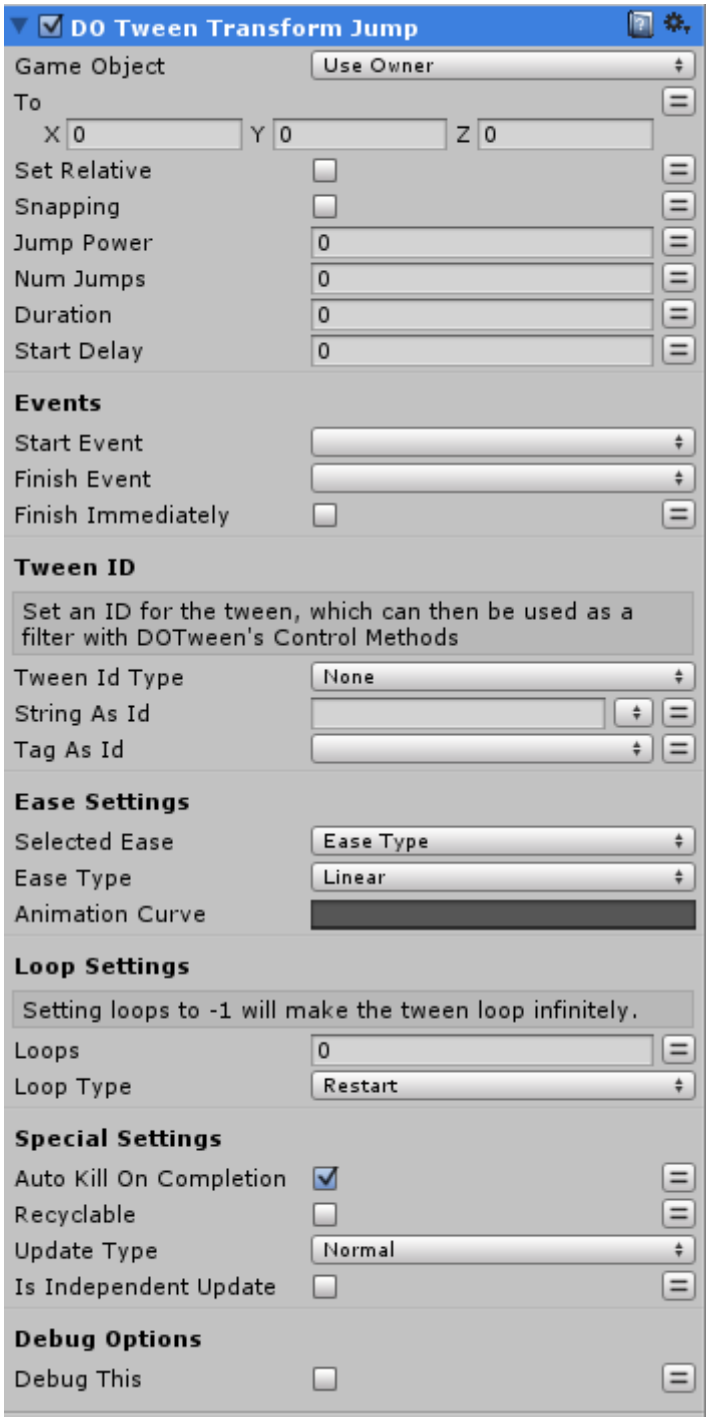
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM JUMP

Tweens the target's position to the given value, while also applying a jump effect along the Y axis. NOTE: Returns a Sequence instead of a Tweener.



GameObject – reference to a gameObject with a Transform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers.
JumpPower – Power of the jump (the max height of the jump is represented by this plus the final Y offset)
NumJumps – Total number of jumps
Duration – The duration of the tween
StartDelay – Set a delayed startup for the tween

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

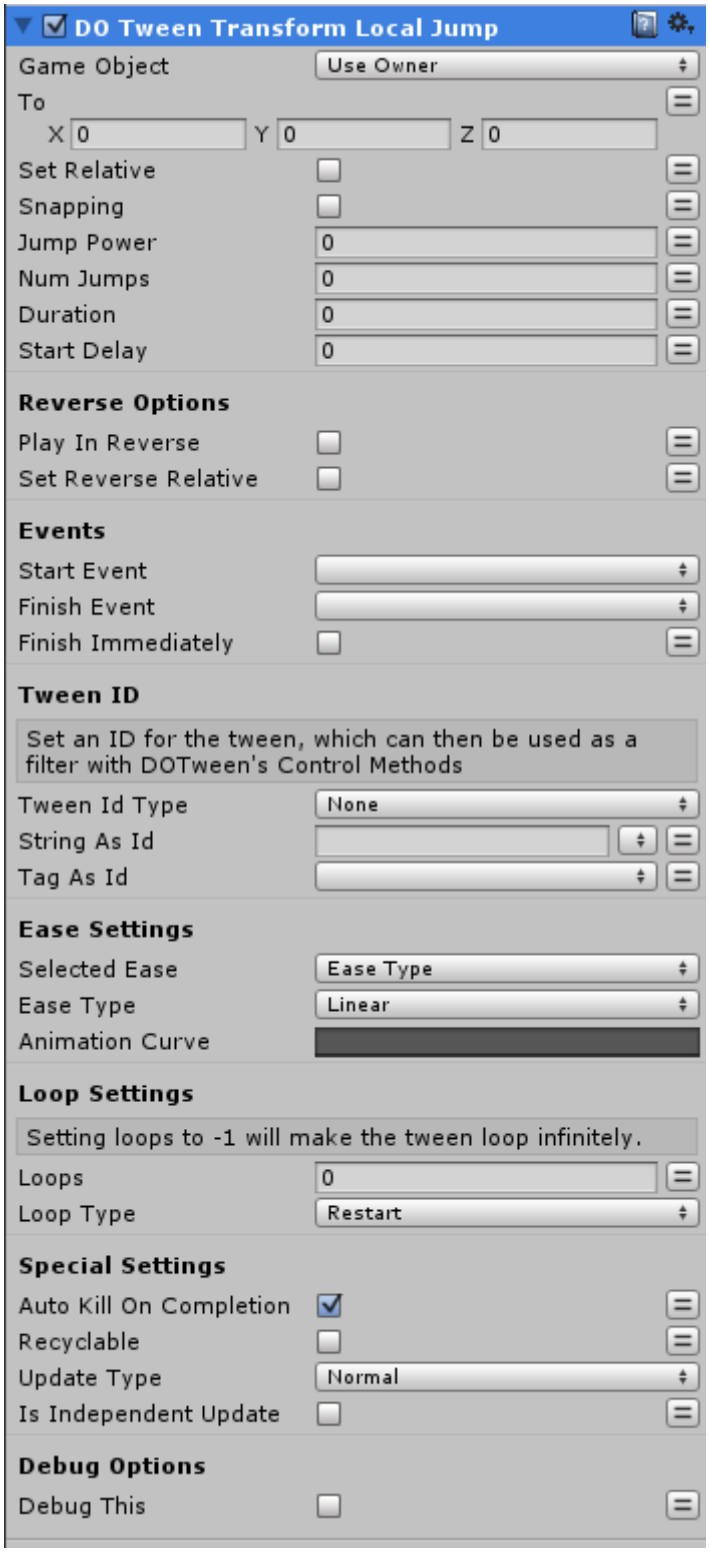
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM LOCAL JUMP

Tweens the target's localPosition to the given value, while also applying a jump effect along the Y axis. NOTE: Returns a Sequence instead of a Tweener.



GameObject – reference to a gameObject with a Transform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers.
JumpPower – Power of the jump (the max height of the jump is represented by this plus the final Y offset)
NumJumps – Total number of jumps
Duration – The duration of the tween
StartDelay – Set a delayed startup for the tween

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

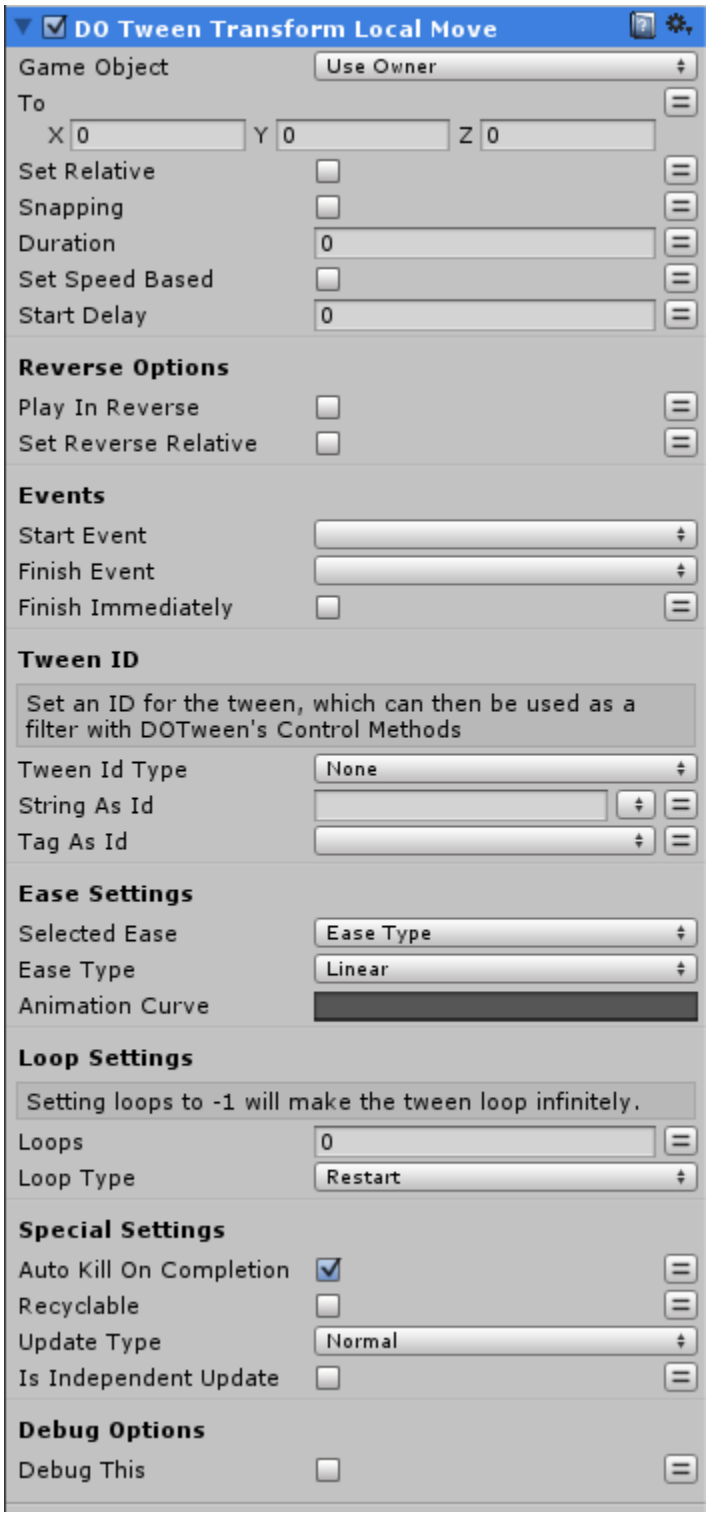
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM LOCAL MOVE

Moves the target's localPosition to the given value.



GameObject – reference to a gameObject with a Transform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping - If TRUE the tween will smoothly snap all values to integers.
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

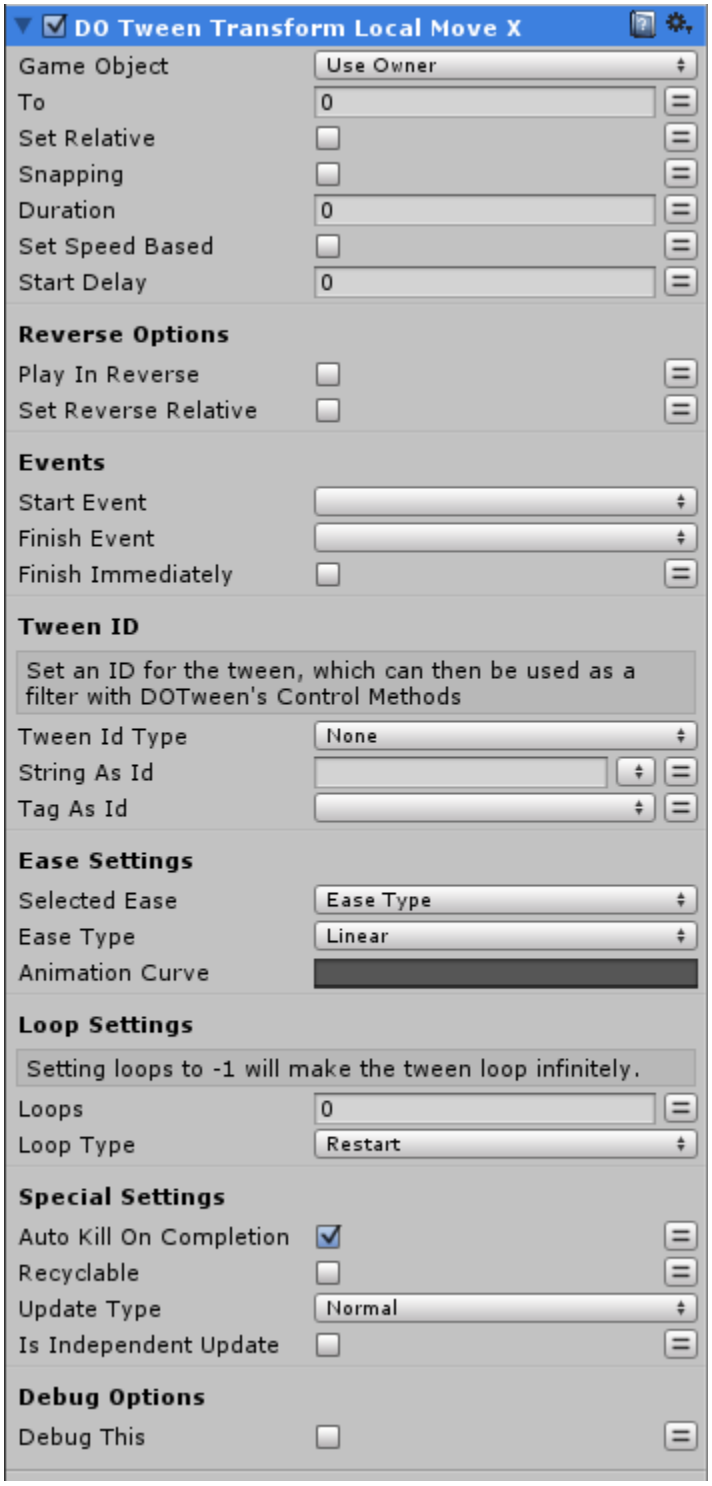
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM LOCAL MOVE X

Moves the target's localPosition to the given value, tweening only the X axis.



GameObject – reference to a gameObject with a Transform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping - If TRUE the tween will smoothly snap all values to integers.
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

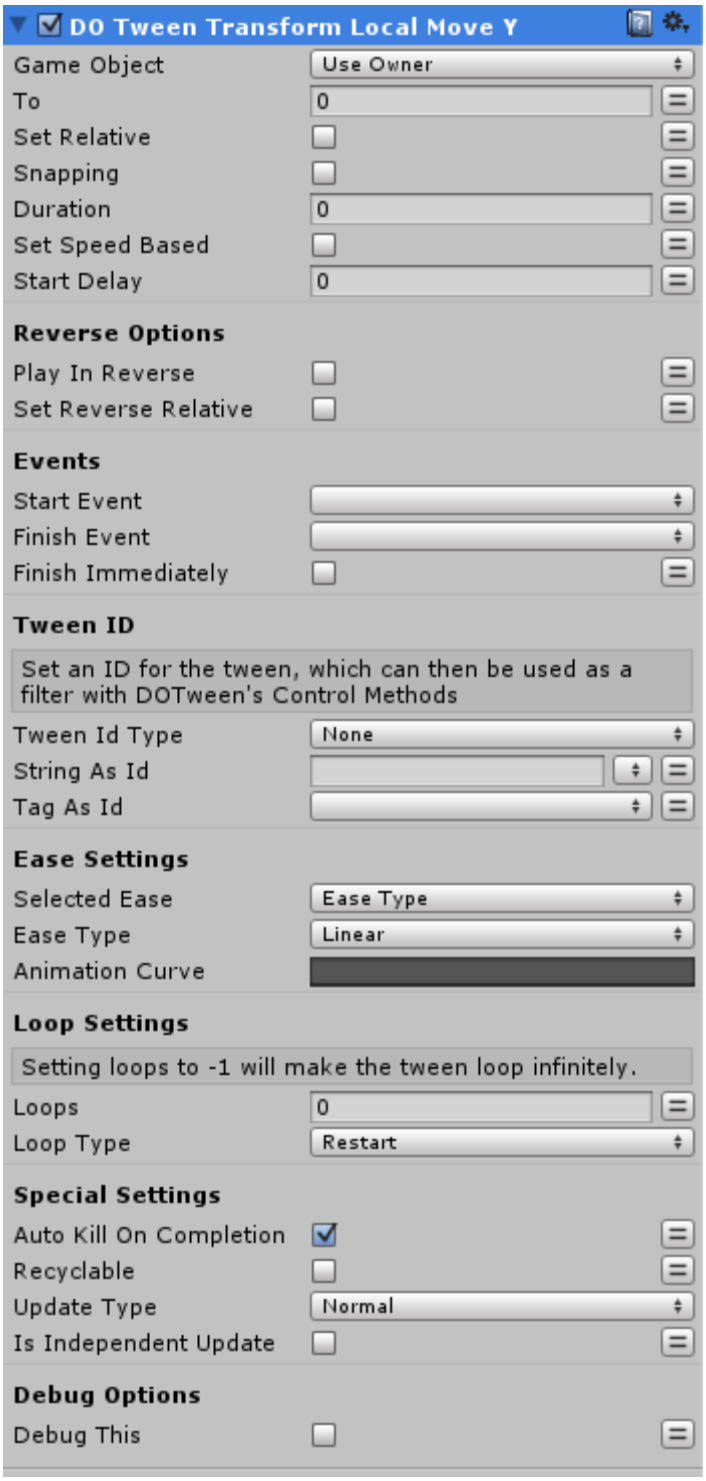
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM LOCAL MOVE Y

Moves the target's localPosition to the given value, tweening only the Y axis.



GameObject – reference to a gameObject with a Transform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping - If TRUE the tween will smoothly snap all values to integers.
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

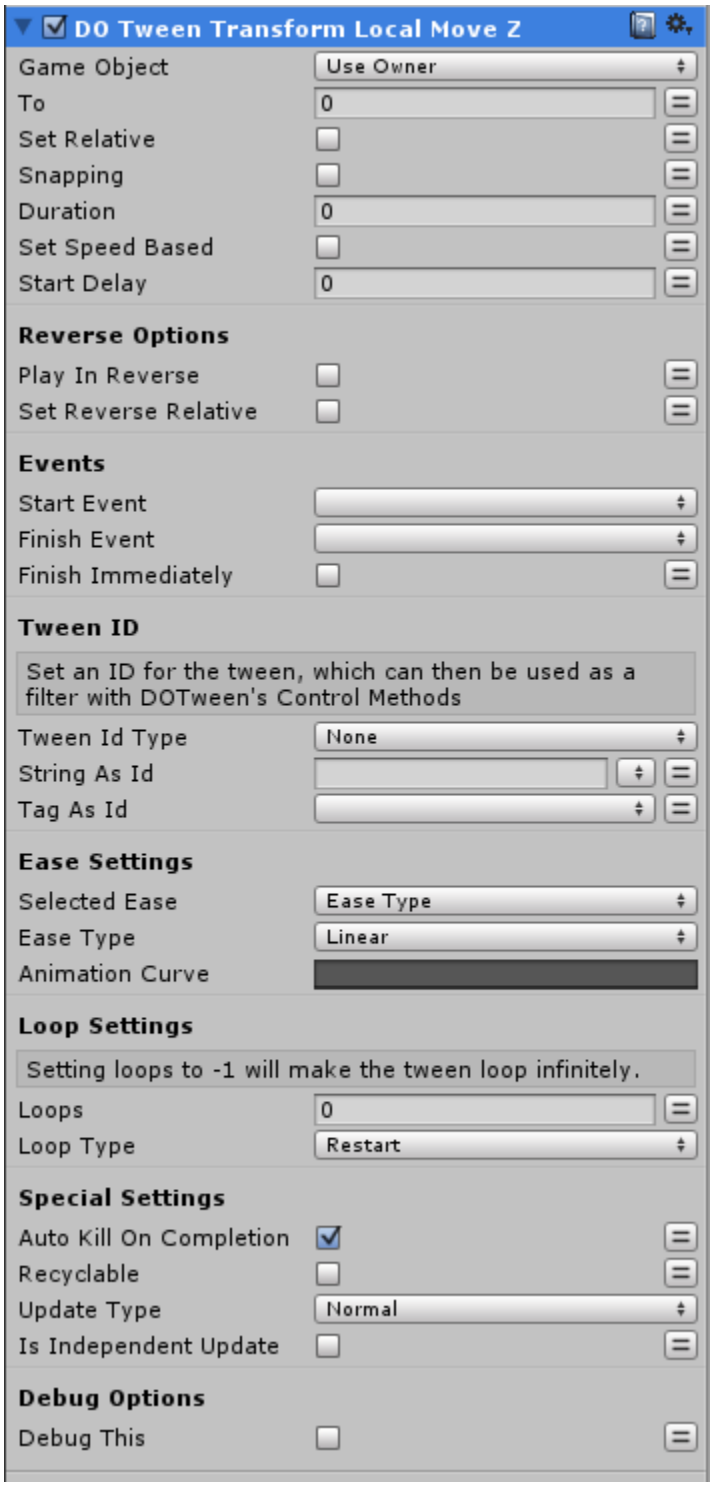
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM LOCAL MOVE Z

Moves the target's localPosition to the given value, tweening only the Z axis.



GameObject – reference to a gameObject with a Transform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping - If TRUE the tween will smoothly snap all values to integers.
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

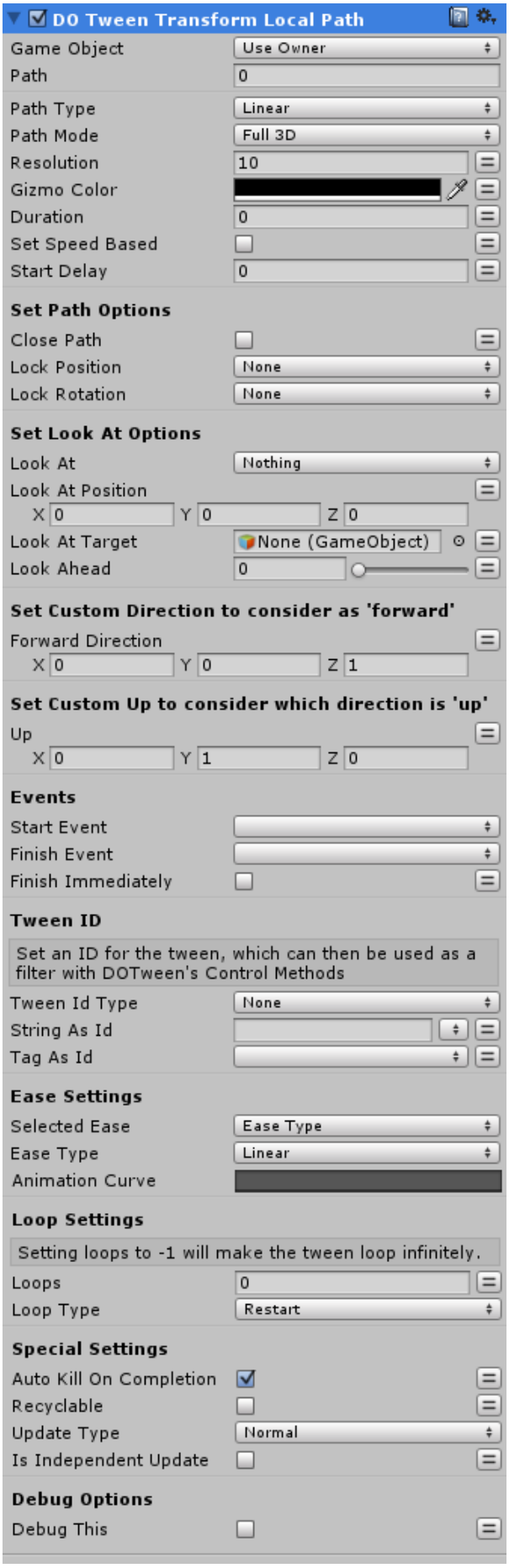
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM LOCAL PATH

Tweens a Transform's localPosition through the given path waypoints, using the chosen path algorithm.



GameObject – reference to a gameObject with a Transform Component attached.
Path - The waypoints to go through
PathType – The type of path: Linear (straight path) or CatmullRom (curved CatmullRom path)
PathMode – The path mode: 3D, side-scroller 2D, top-down 2D
Resolution – The resolution of the path (useless in case of Linear paths): higher resolutions make for more detailed curved paths but are more expensive. Defaults to 10, but a value of 5 is usually enough if you don't have dramatic long curves between waypoints
GizmoColor – The color of the path (shown when gizmos are active in the Play panel and the tween is running)
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

SET PATH OPTIONS
ClosePath – If TRUE the path will be automatically closed
LockPosition – The eventual movement axis to lock.
LockRotation – The eventual rotation axis to lock.

SET LOOK AT OPTIONS
LookAt – Select the look at target.
LookAtPosition – The position to look at. Orients the target towards the given position
LookAtTarget – The target to look at. Orients the target towards the given transform of the GameObject
LookAhead – The lookAhead percentage to use when orienting to the path (0 to 1). Orients the target to the path with the given lookAhead

SET CUSTOM DIRECTION TO CONSIDER AS 'FORWARD'
ForwardDirection – The eventual direction to consider as 'forward'. Default: the regular forward side of the transform.

SET CUSTOM UP TO CONSIDER WHICH DIRECTION IS 'UP'
Up – The vector that defines in which direction up is. Default: Vector3.up

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

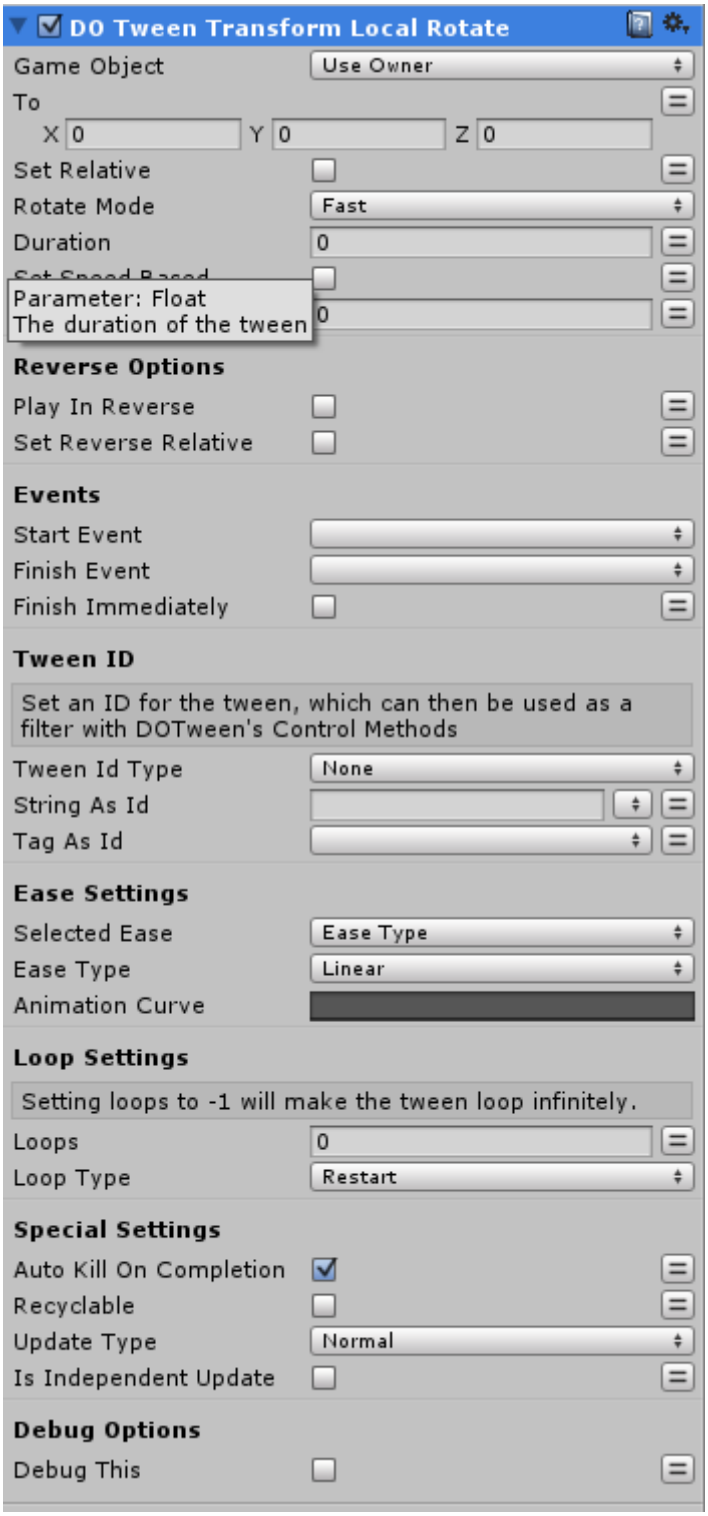
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM LOCAL ROTATE

Rotates the target's localRotation to the given value. Requires a Vector3 end value, not a Quaternion (if you really want to pass a Quaternion, just convert it using myQuaternion.eulerAngles).



GameObject – reference to a gameObject with a Transform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
RotateMode – Rotate Mode
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

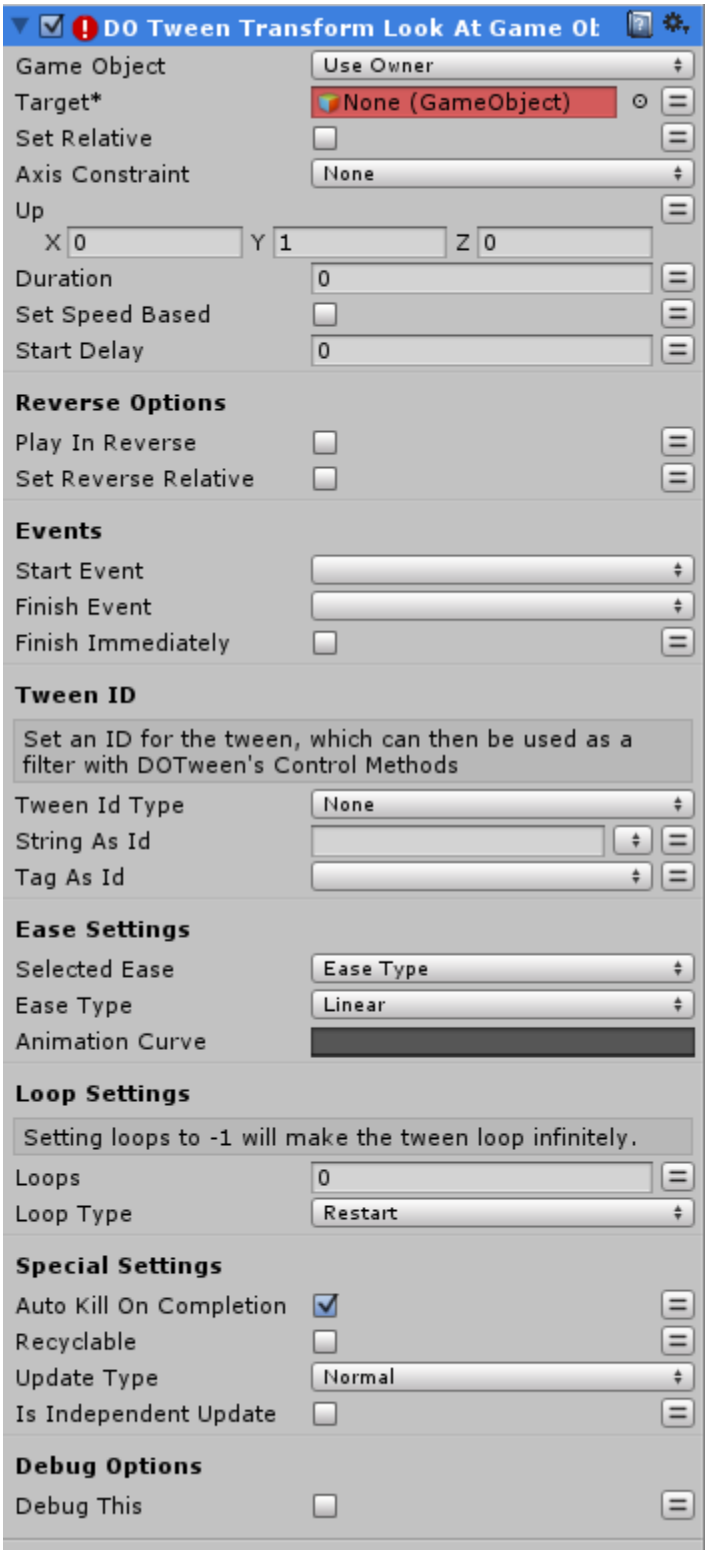
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM LOOK AT GAME OBJECT

Rotates the target so that it will look towards the given GameObject position.



GameObject – reference to a gameObject with a Transform Component attached.
Target - The GameObject to look at
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
AxisConstraint – Eventual axis constraint for the rotation
Up – The vector that defines in which direction up is (default: Vector3.up)
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween end
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

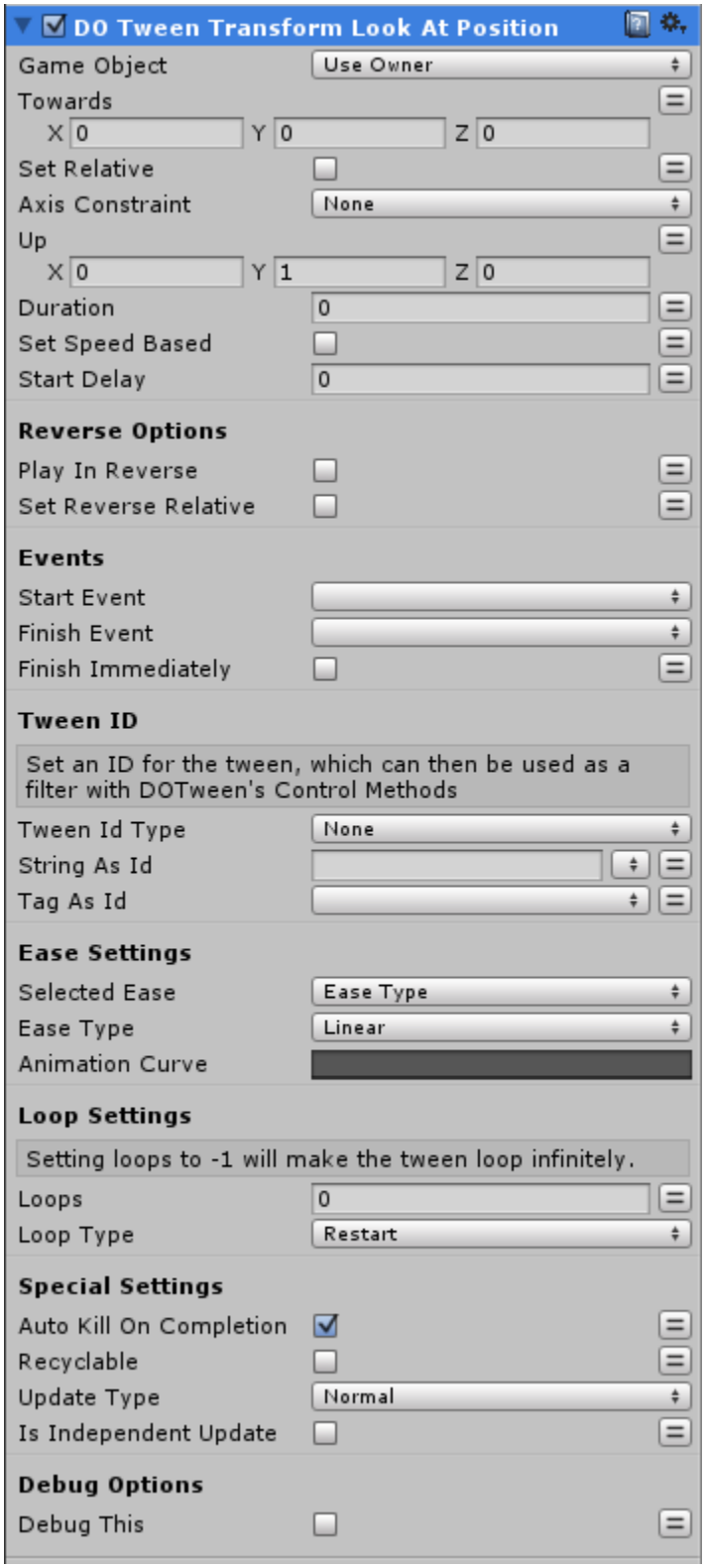
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM LOOK AT POSITION

Rotates the target so that it will look towards the given position.



GameObject – reference to a gameObject with a Transform Component attached.
Towards - The position to look at
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
AxisConstraint – Eventual axis constraint for the rotation
Up – The vector that defines in which direction up is (default: Vector3.up)
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

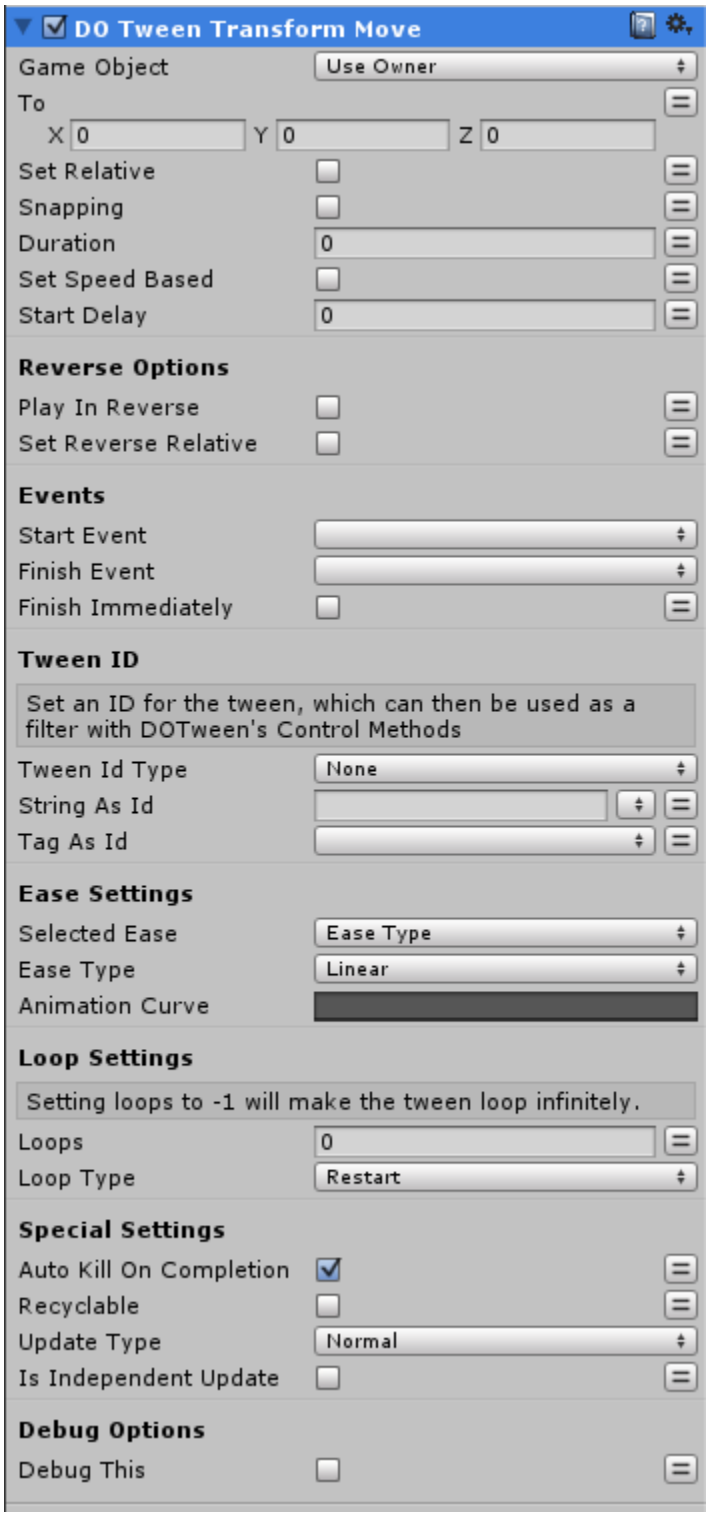
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM MOVE

Moves the target's position to the given value.



GameObject – reference to a gameObject with a Transform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

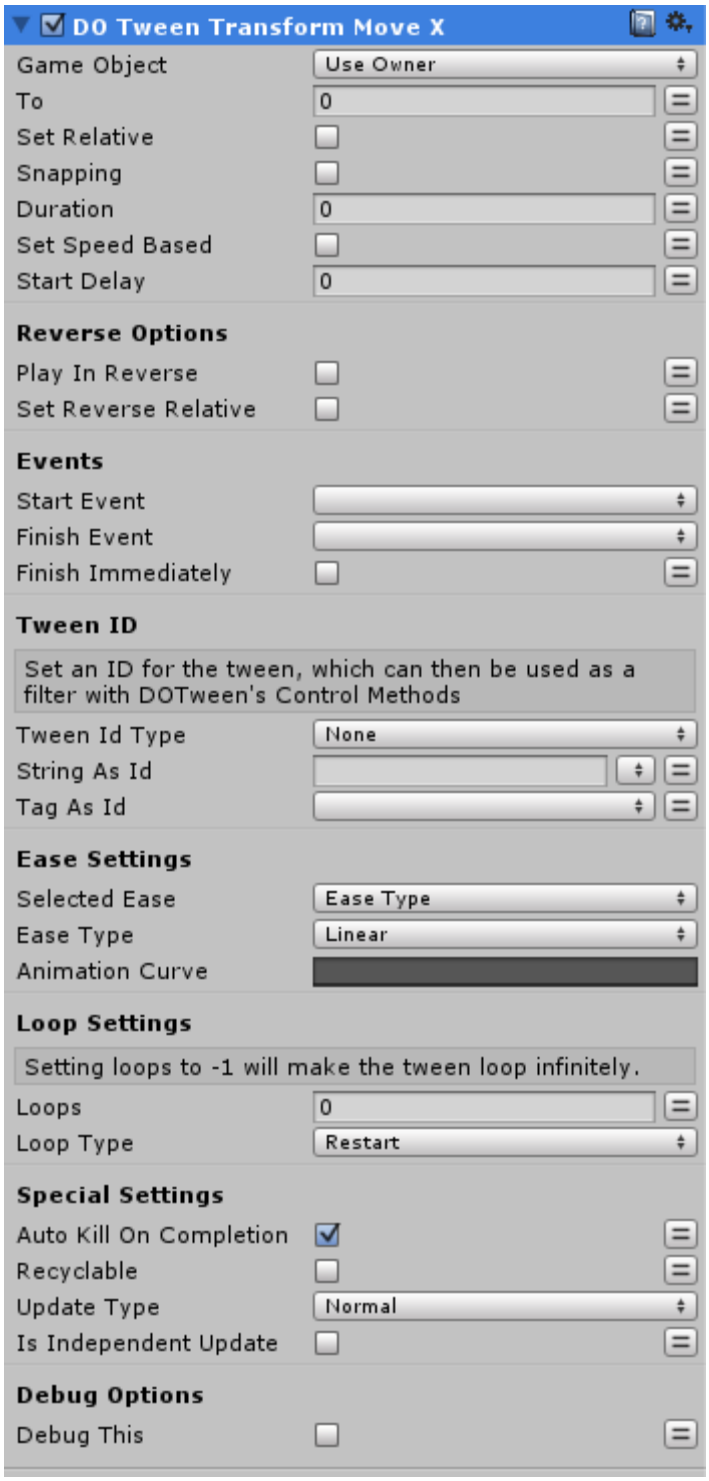
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM MOVE X

Moves the target's position to the given value, tweening only the X axis.



GameObject – reference to a gameObject with a Transform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

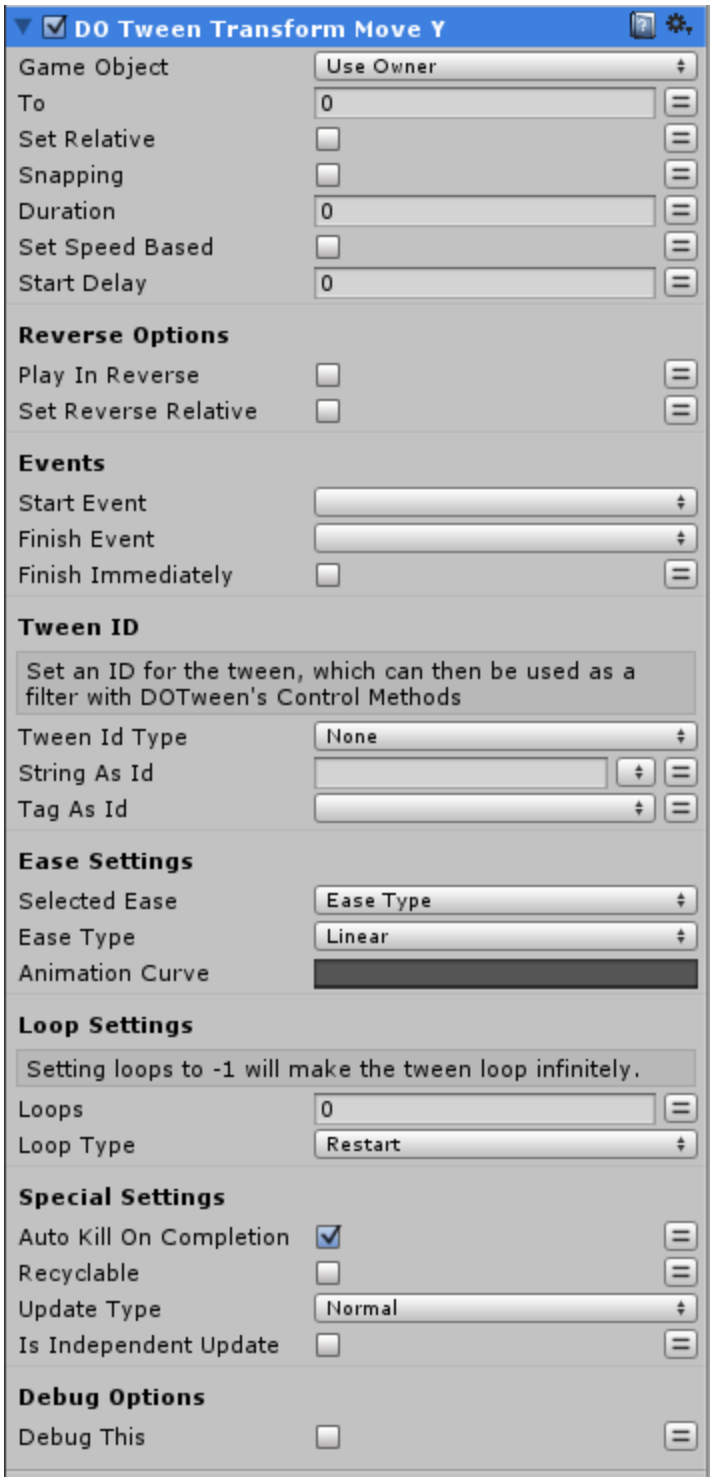
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM MOVE Y

Moves the target's position to the given value, tweening only the Y axis.



GameObject – reference to a gameObject with a Transform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

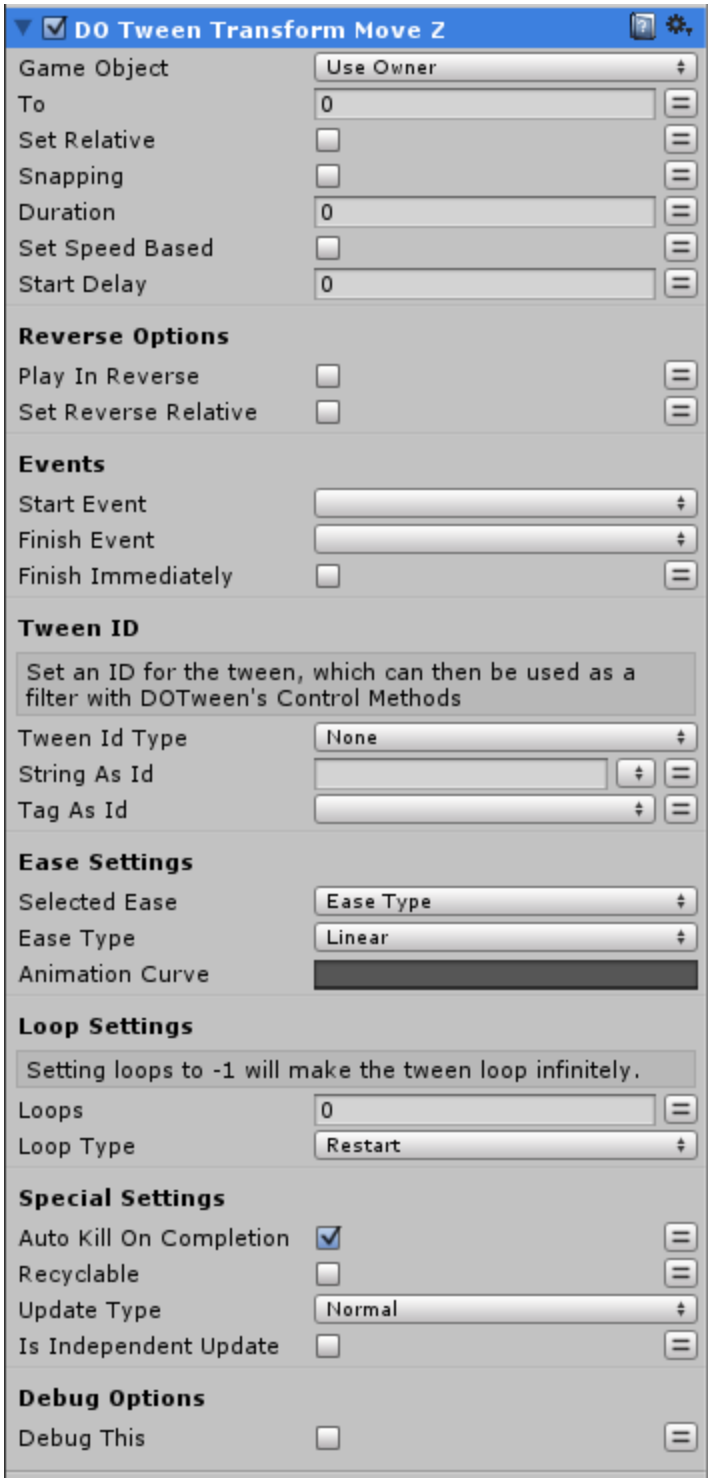
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM MOVE Z

Moves the target's position to the given value, tweening only the Z axis.



GameObject – reference to a gameObject with a Transform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM PATH

Tweens a Transform's position through the given path waypoints, using the chosen path algorithm.

GameObject – reference to a gameObject with a Transform Component attached.
Path - The waypoints to go through
PathType – The type of path: Linear (straight path) or CatmullRom (curved CatmullRom path)
PathMode – The path mode: 3D, side-scroller 2D, top-down 2D
Resolution – The resolution of the path (useless in case of Linear paths): higher resolutions make for more detailed curved paths but are more expensive. Defaults to 10, but a value of 5 is usually enough if you don't have dramatic long curves between waypoints
GizmoColor – The color of the path (shown when gizmos are active in the Play panel and the tween is running)
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

SET PATH OPTIONS
ClosePath – If TRUE the path will be automatically closed
LockPosition – The eventual movement axis to lock.
LockRotation – The eventual rotation axis to lock.

SET LOOK AT OPTIONS
LookAt – Select the look at target.
LookAtPosition – The position to look at. Orients the target towards the given position
LookAtTarget – The target to look at. Orients the target towards the given transform of the GameObject
LookAhead – The lookAhead percentage to use when orienting to the path (0 to 1). Orients the target to the path with the given lookAhead

SET CUSTOM DIRECTION TO CONSIDER AS 'FORWARD'
ForwardDirection – The eventual direction to consider as 'forward'. Default: the regular forward side of the transform.

SET CUSTOM UP TO CONSIDER WHICH DIRECTION IS 'UP'
Up – The vector that defines in which direction up is. Default: Vector3.up

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

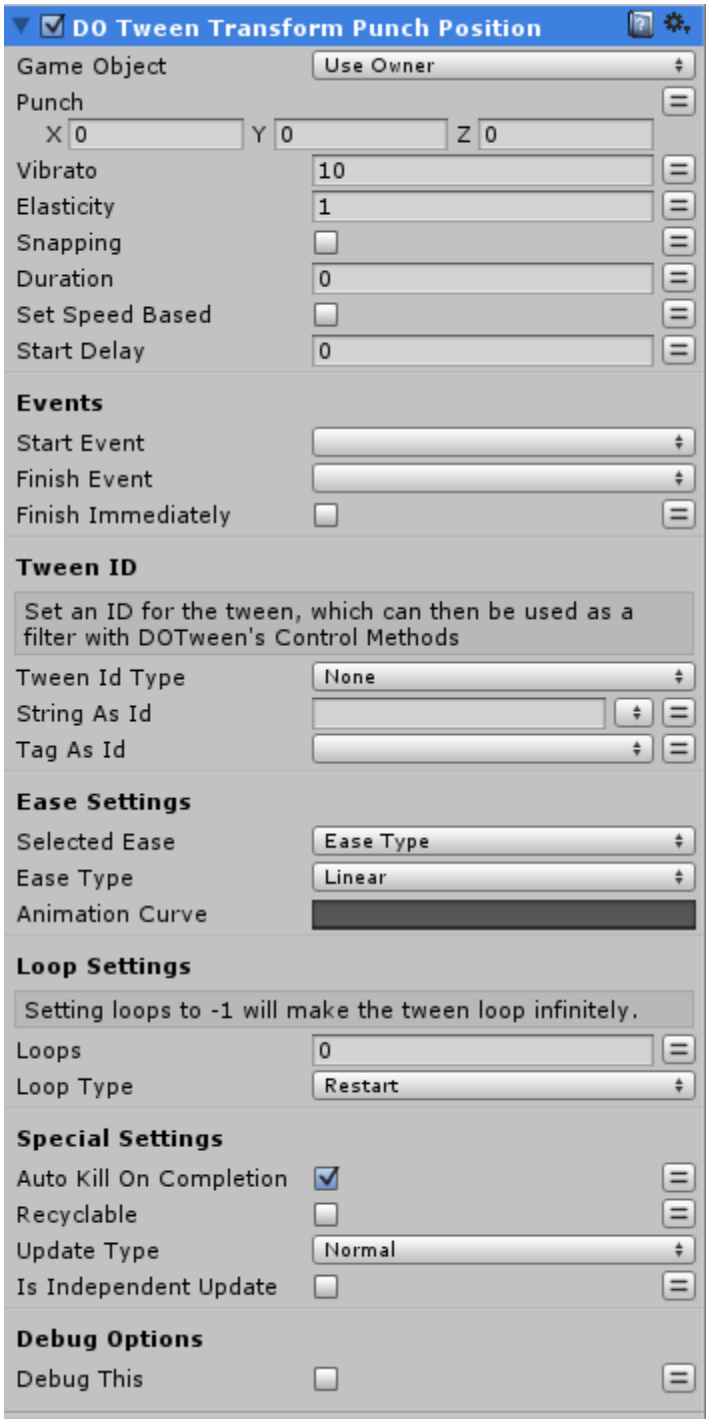
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM PUNCH POSITION

Punches a Transform's localPosition towards the given direction and then back to the starting one as if it was connected to the starting position via an elastic.



GameObject – reference to a gameObject with a Transform Component attached.
Punch - The direction and strength of the punch (added to the Transform's current position)
Vibrato – Indicates how much will the punch vibrate
Elasticity – Represents how much (0 to 1) the vector will go beyond the starting position when bouncing backwards. 1 creates a full oscillation between the punch direction and the opposite direction, while 0 oscillates only between the punch and the start position
Snapping – If TRUE the tween will smoothly snap all values to integers
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

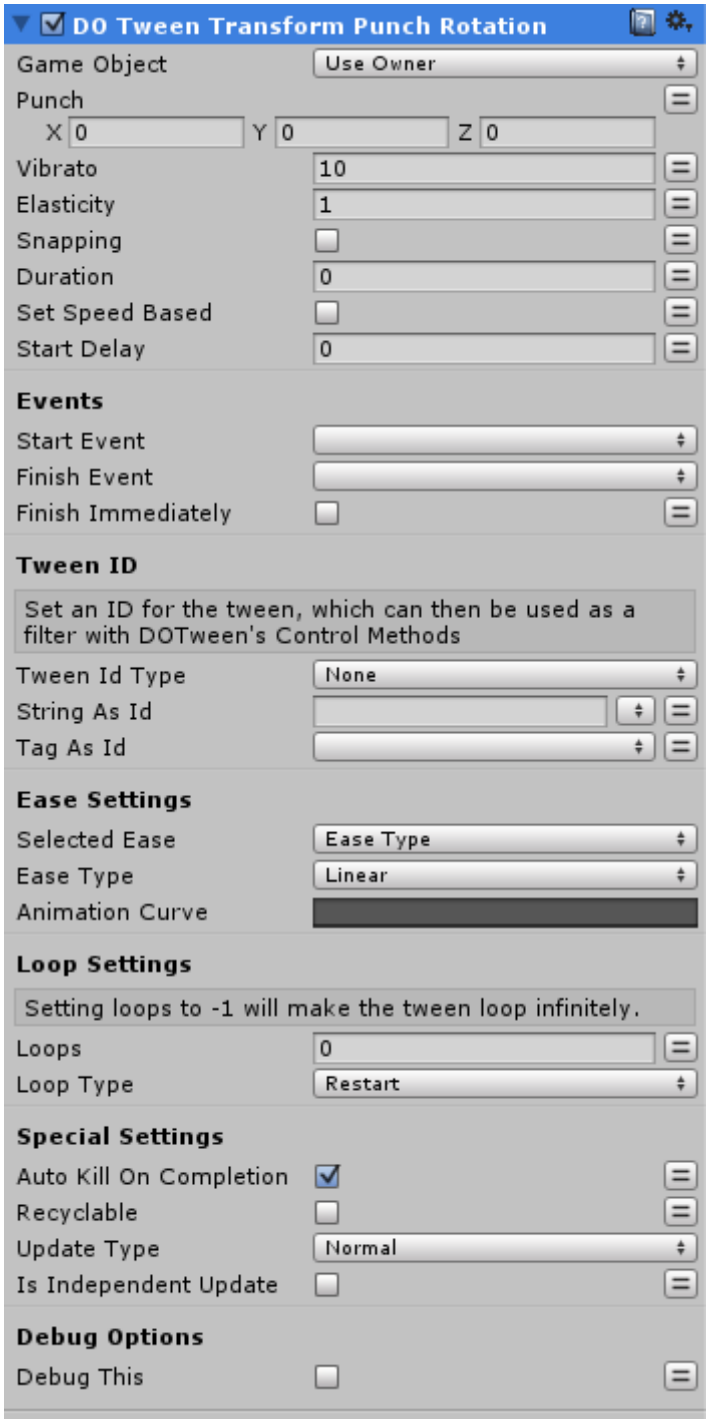
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM PUNCH ROTATION

Punches a Transform's localRotation towards the given size and then back to the starting one as if it was connected to the starting rotation via an elastic.



GameObject – reference to a gameObject with a Transform Component attached.
Punch - The direction and strength of the punch (added to the Transform's current rotation)
Vibrato – Indicates how much will the punch vibrate
Elasticity – Represents how much (0 to 1) the vector will go beyond the starting position when bouncing backwards. 1 creates a full oscillation between the punch direction and the opposite direction, while 0 oscillates only between the punch and the start position
Snapping – If TRUE the tween will smoothly snap all values to integers
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

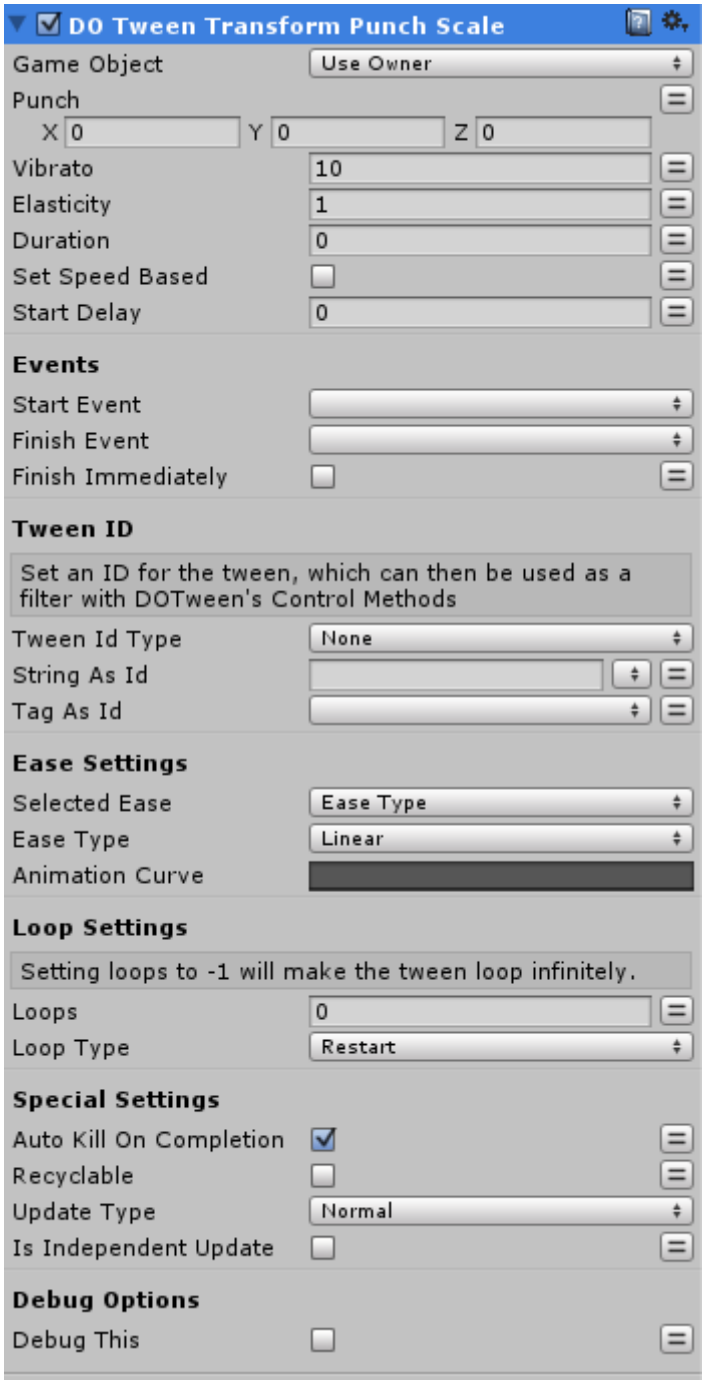
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM PUNCH SCALE

Punches a Transform's localScale towards the given size and then back to the starting one as if it was connected to the starting size via an elastic.



GameObject – reference to a gameObject with a Transform Component attached.
Punch - The direction and strength of the punch (added to the Transform's current scale)
Vibrato – Indicates how much will the punch vibrate
Elasticity – Represents how much (0 to 1) the vector will go beyond the starting position when bouncing backwards. 1 creates a full oscillation between the punch direction and the opposite direction, while 0 oscillates only between the punch and the start position
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

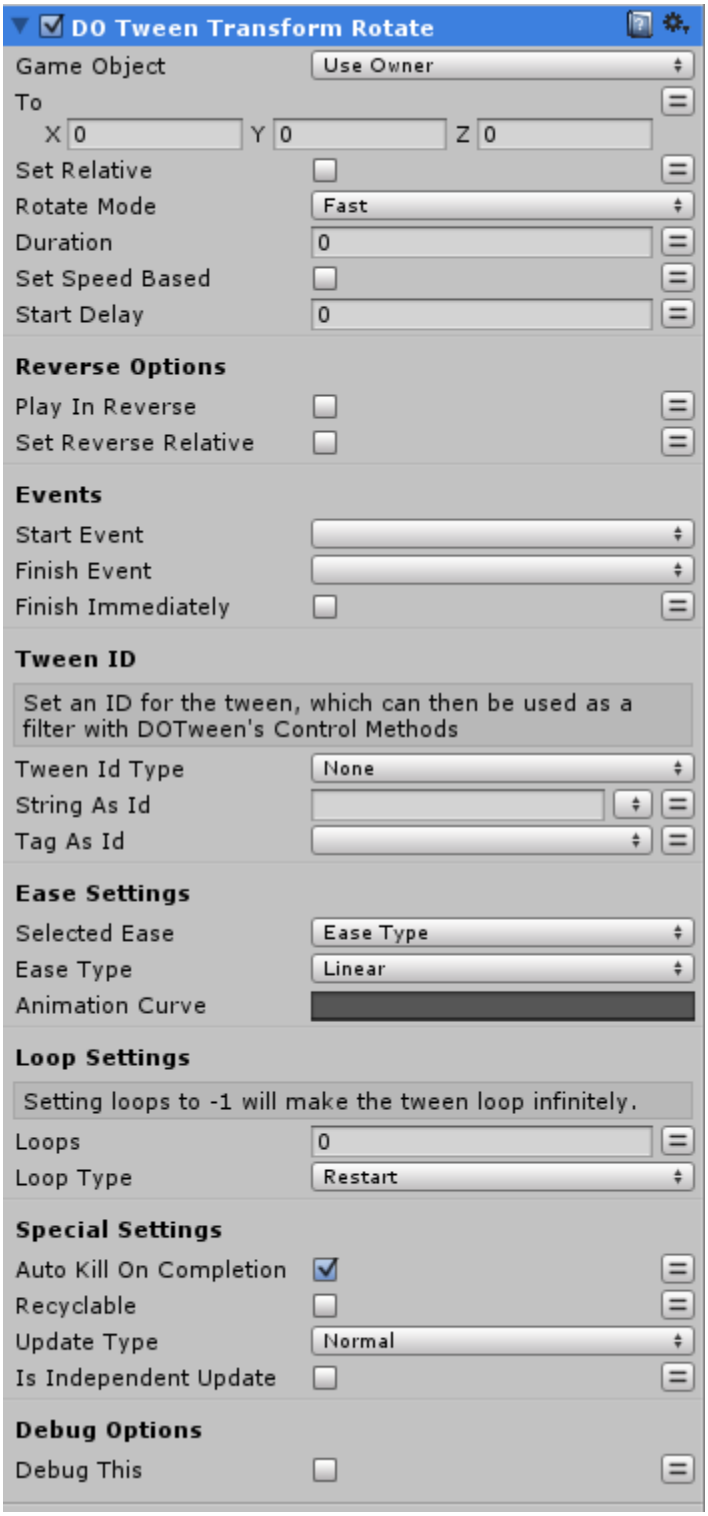
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM ROTATE

Rotates the target to the given value. Requires a Vector3 end value, not a Quaternion (if you really want to pass a Quaternion, just convert it using myQuaternion.eulerAngles).



GameObject – reference to a gameObject with a Transform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
RotateMode – Rotate Mode
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

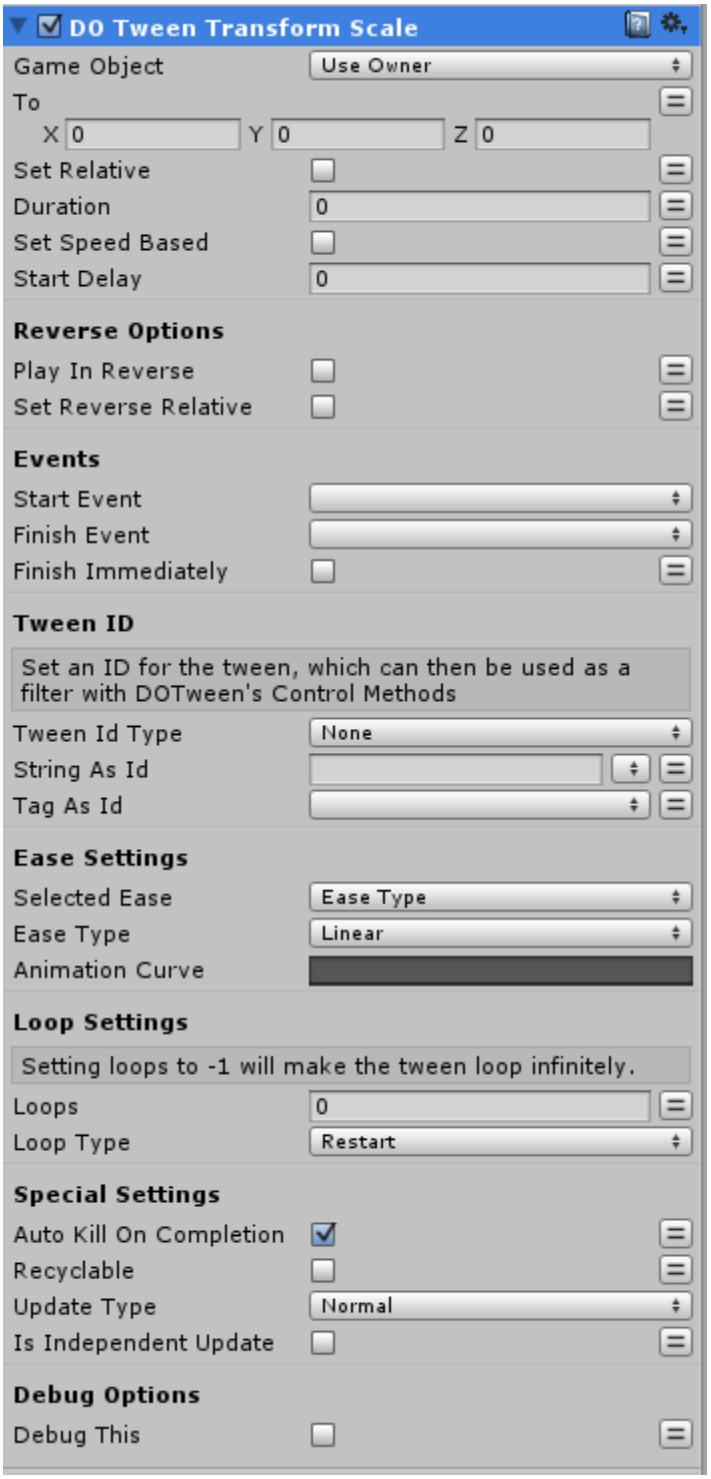
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM SCALE

Scales the target's localScale to the given value. Passing a float instead of a Vector3 allows to scale stuff uniformly.



GameObject – reference to a gameObject with a Transform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

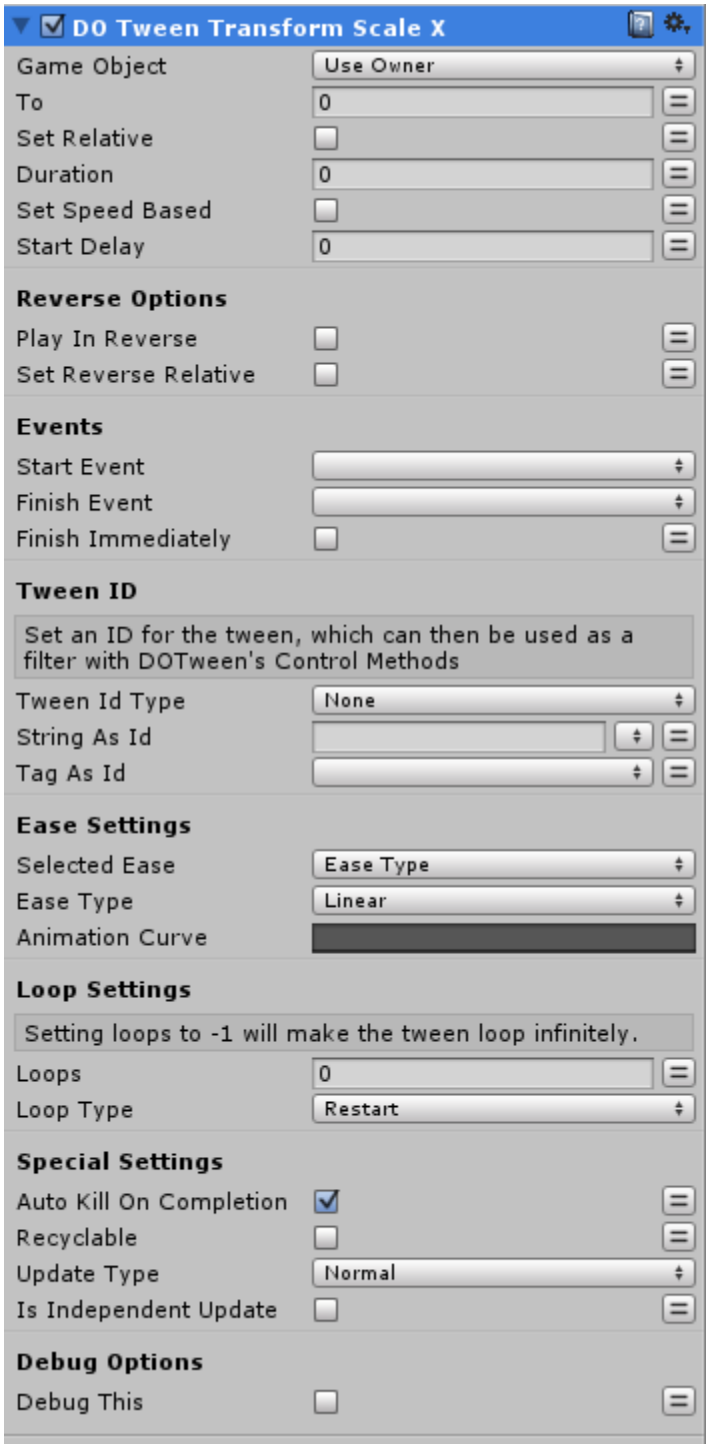
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM SCALE X

Scales the target's localScale to the given value while tweening only the X axis.



GameObject – reference to a gameObject with a Transform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

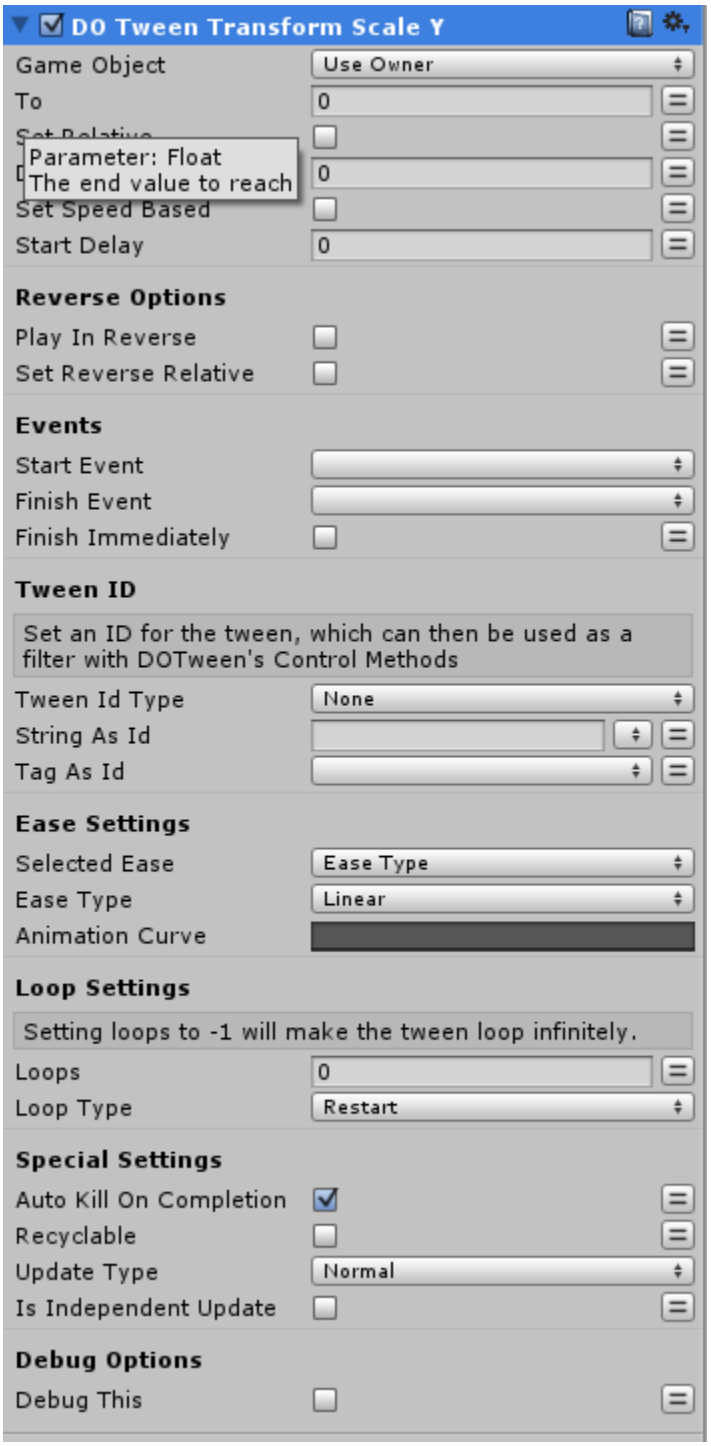
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM SCALE Y

Scales the target's localScale to the given value while tweening only the Y axis.



GameObject – reference to a gameObject with a Transform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

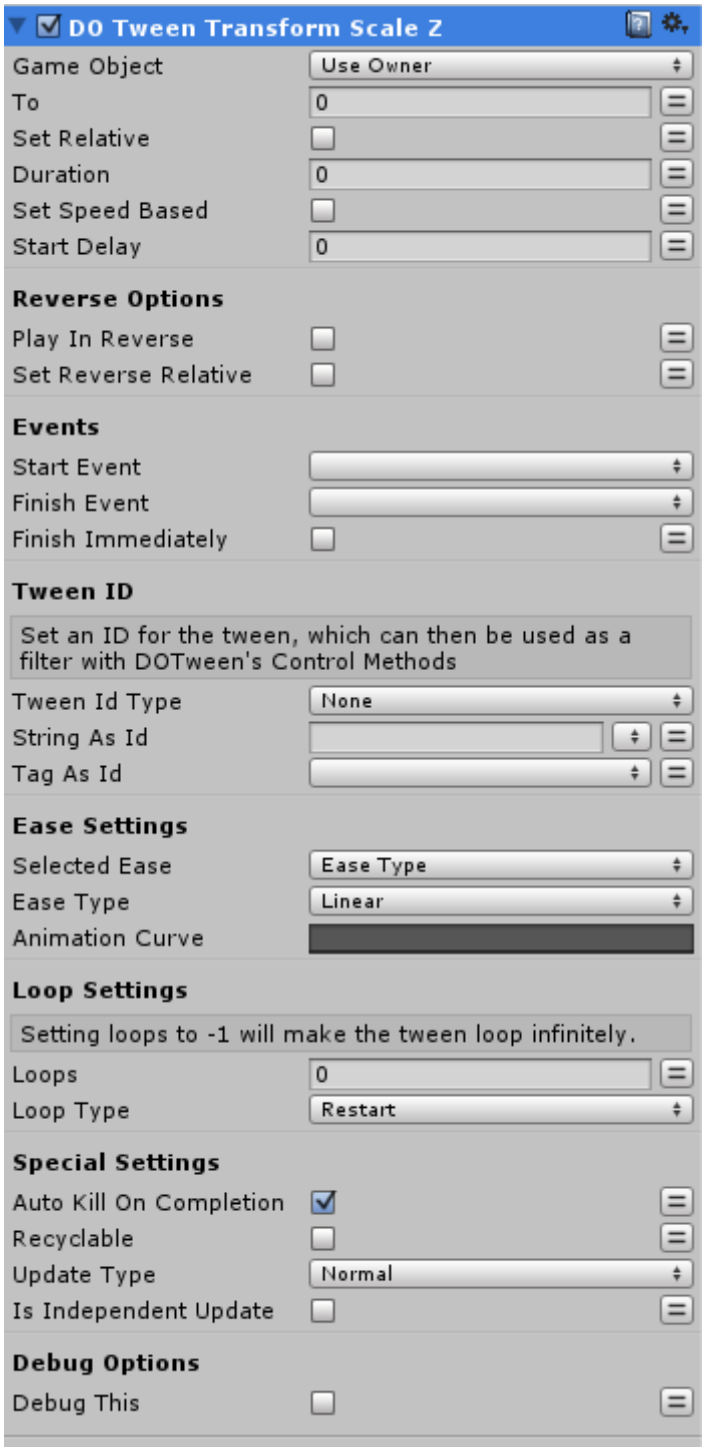
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM SCALE Z

Scales the target's localScale to the given value while tweening only the Z axis.



GameObject – reference to a gameObject with a Transform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

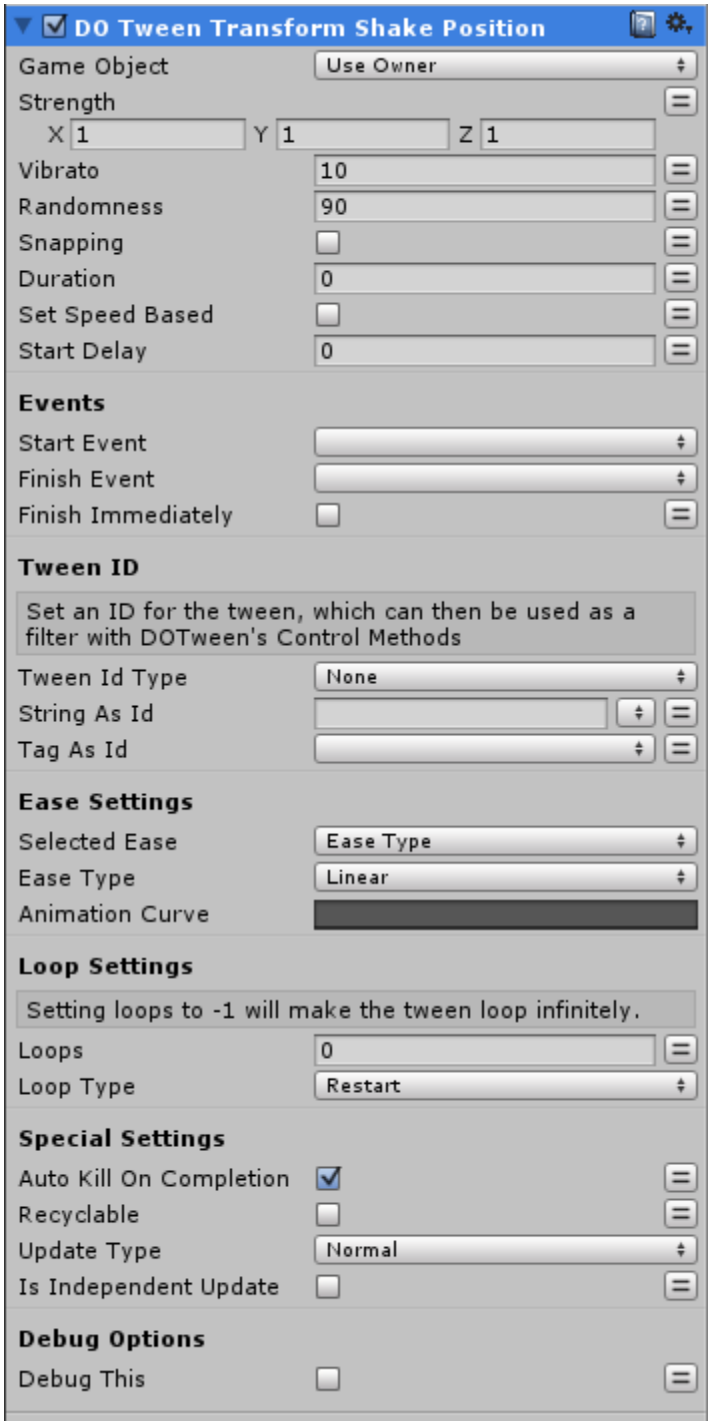
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM SHAKE POSITION

Shakes a Transform's localPosition with the given values.



GameObject – reference to a gameObject with a Transform Component attached.
Strength - The shake strength on each axis
Vibrato – Indicates how much will the shake vibrate
Randomness – Indicates how much the shake will be random (0 to 180 - values higher than 90 kind of suck, so beware). Setting it to 0 will shake along a single direction.
Snapping – If TRUE the tween will smoothly snap all values to integers
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

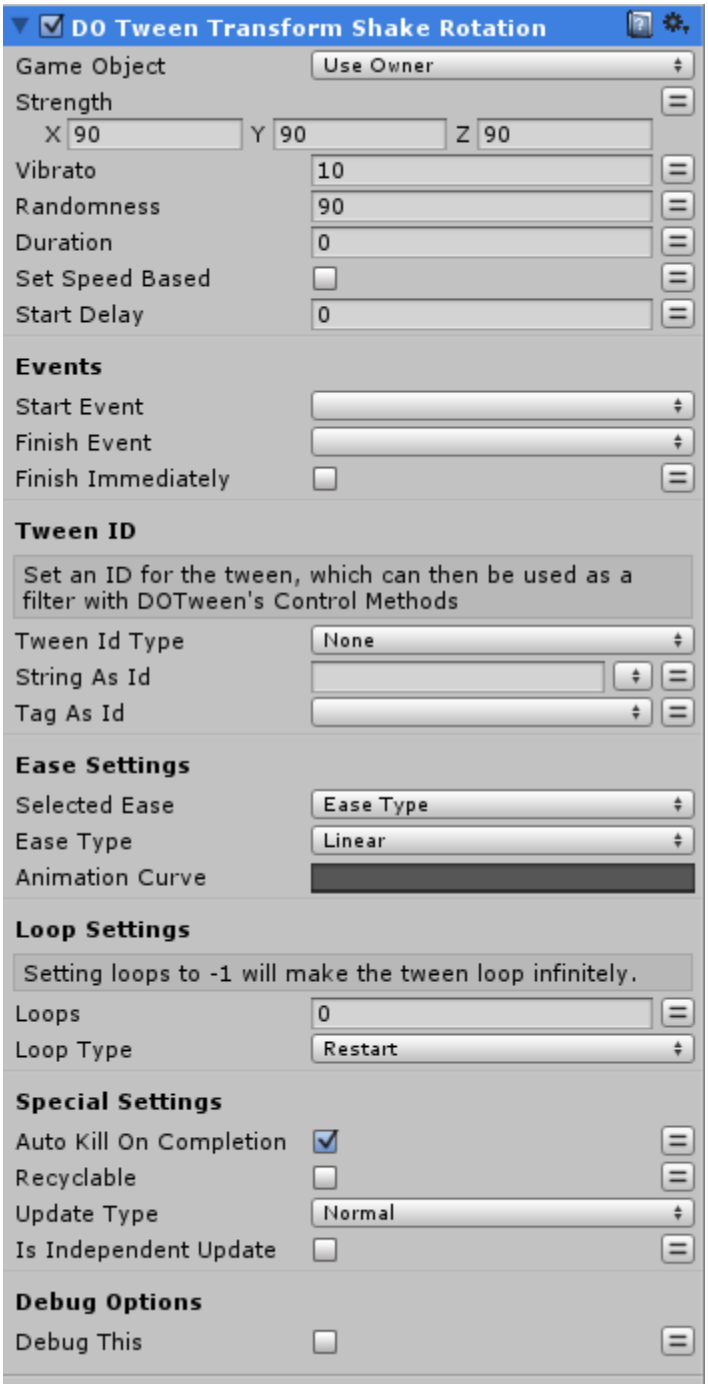
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM SHAKE ROTATION

Shakes a Transform's localRotation with the given values.



GameObject – reference to a gameObject with a Transform Component attached.
Strength - The shake strength on each axis
Vibrato – Indicates how much will the shake vibrate
Randomness – Indicates how much the shake will be random (0 to 180 - values higher than 90 kind of suck, so beware). Setting it to 0 will shake along a single direction.
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

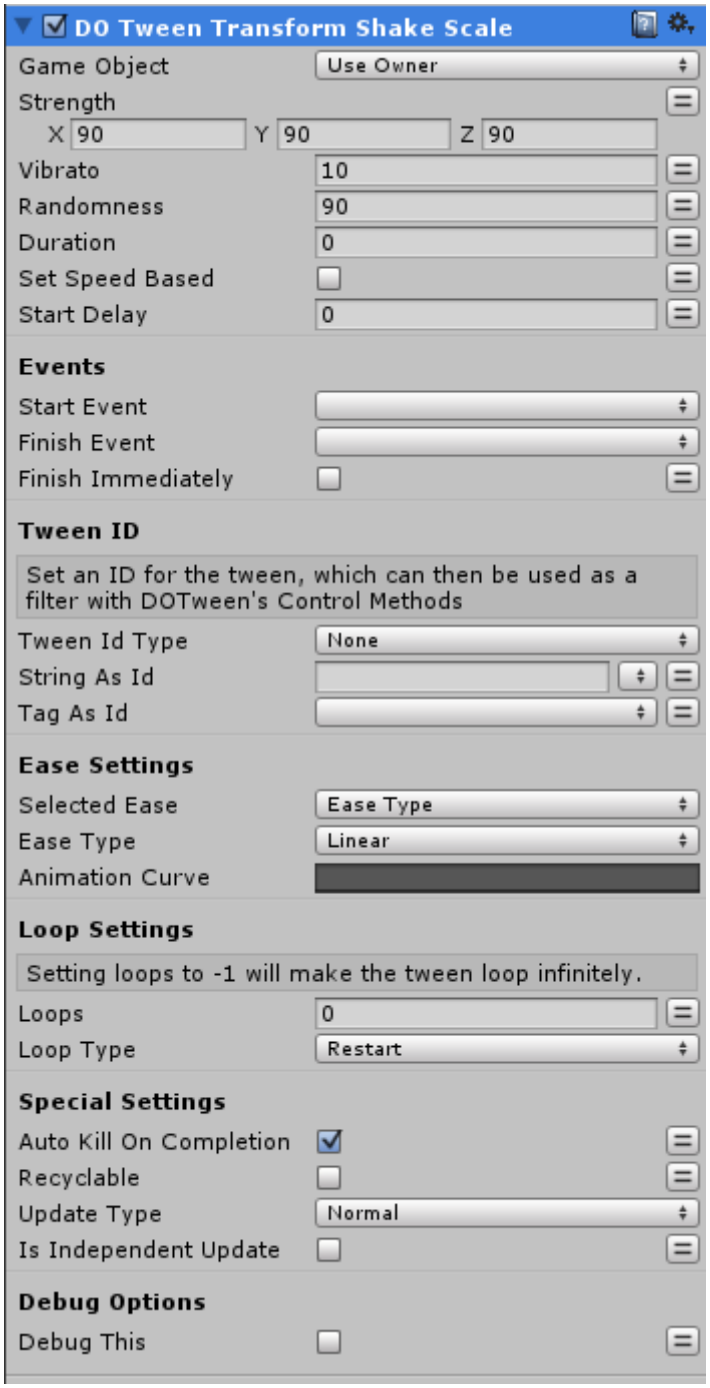
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM SHAKE SCALE

Shakes a Transform's localScale with the given values.



GameObject – reference to a gameObject with a Transform Component attached.
Strength - The shake strength on each axis
Vibrato – Indicates how much will the shake vibrate
Randomness – Indicates how much the shake will be random (0 to 180 - values higher than 90 kind of suck, so beware). Setting it to 0 will shake along a single direction.
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

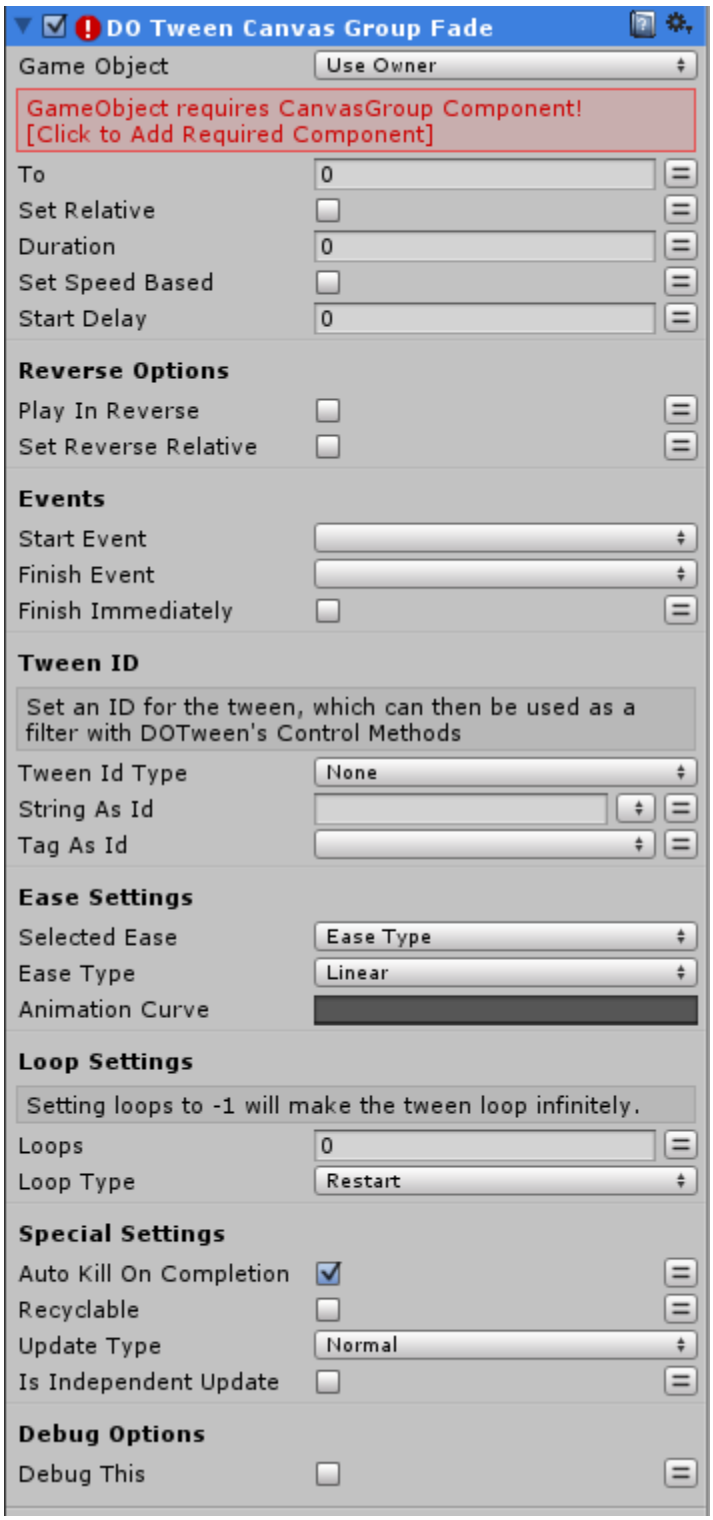
SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

CANVAS GROUP

DOTWEEN CANVAS GROUP FADE

Fades the target's alpha to the given value.



GameObject – reference to a gameObject with a CanvasGroup Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

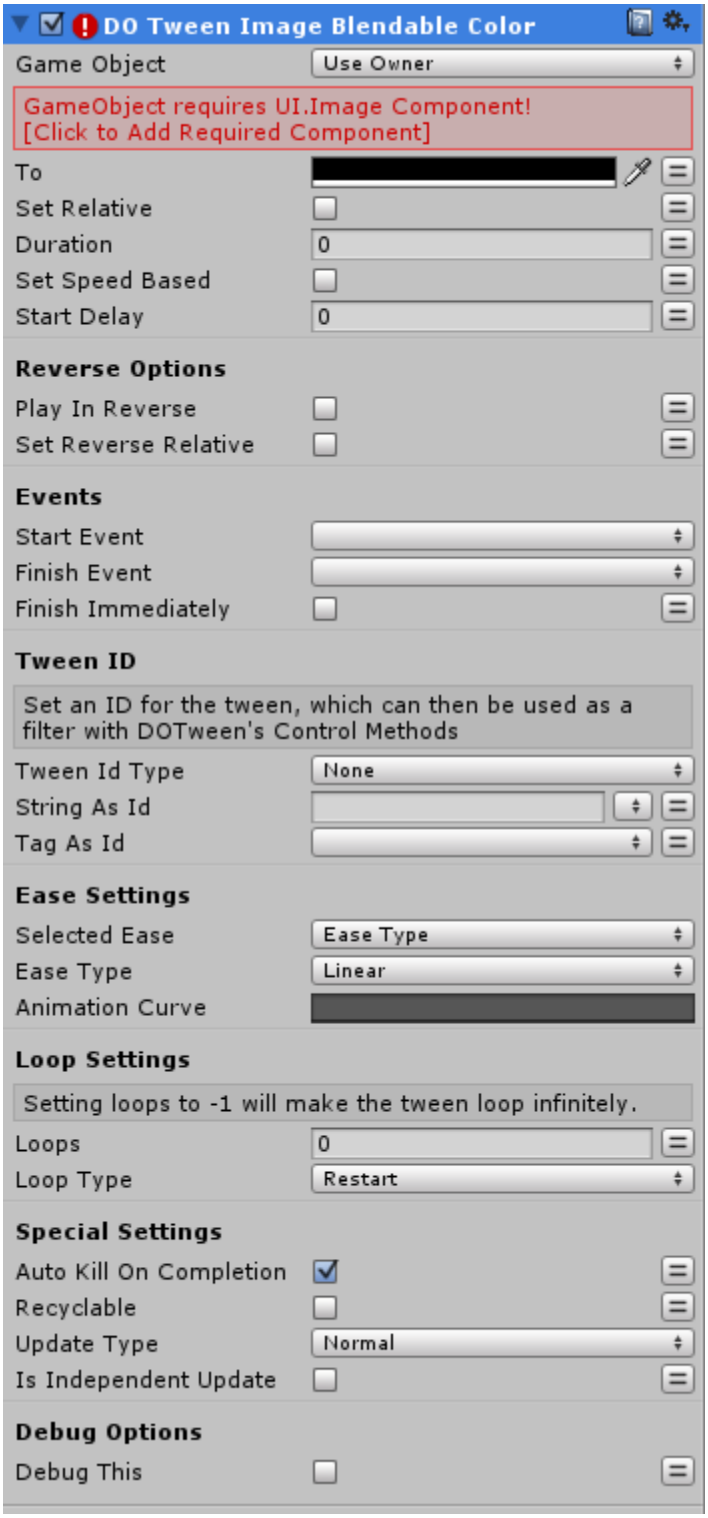
SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

IMAGE

DOTWEEN IMAGE BLENDABLE COLOR

Tweens the target's color to the given value, in a way that allows other DOBlendableColor tweens to work together on the same target, instead than fight each other as multiple DOColor would do.



GameObject – reference to a gameObject with an Image Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

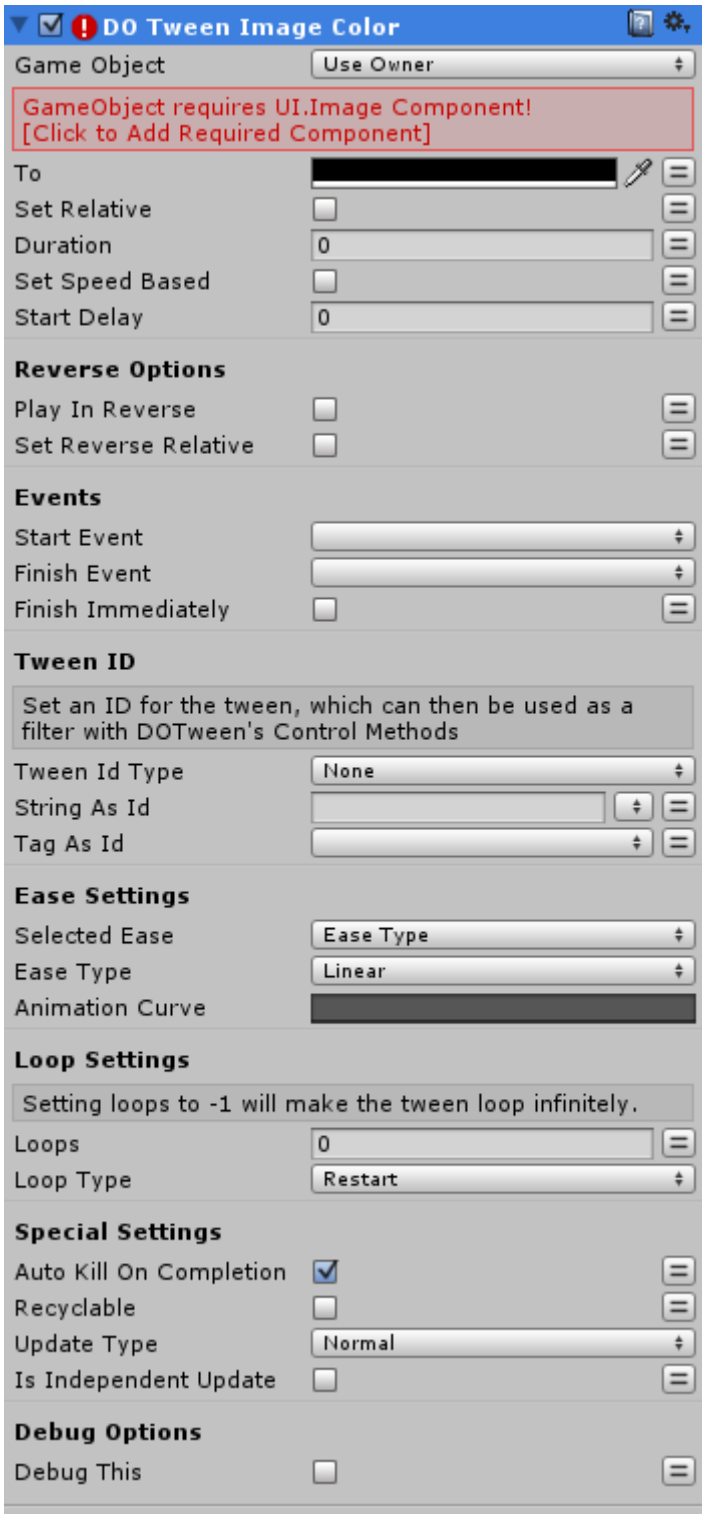
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN IMAGE COLOR

Changes the target's color to the given one.



GameObject – reference to a gameObject with an Image Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

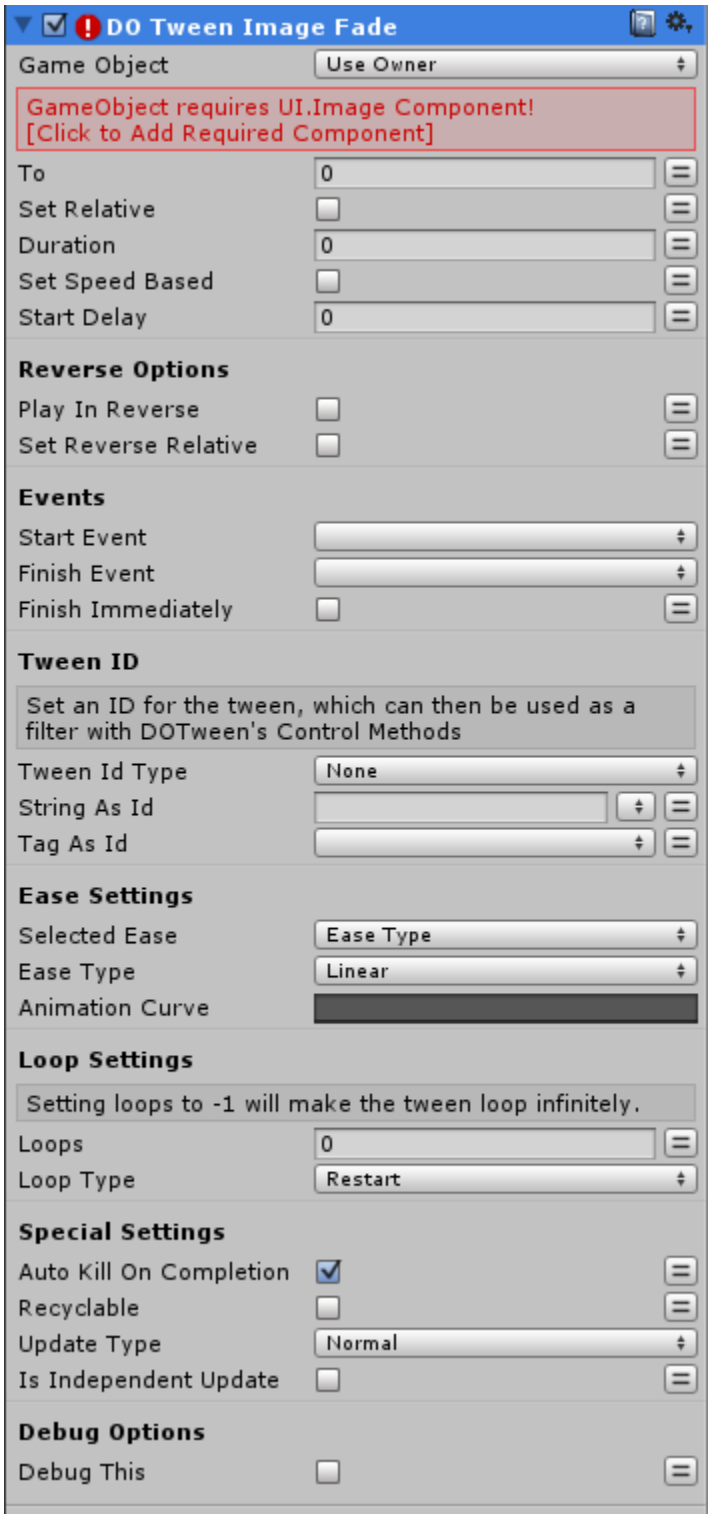
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN IMAGE FADE

Fades the target's alpha to the given value.



GameObject – reference to a gameObject with an Image Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

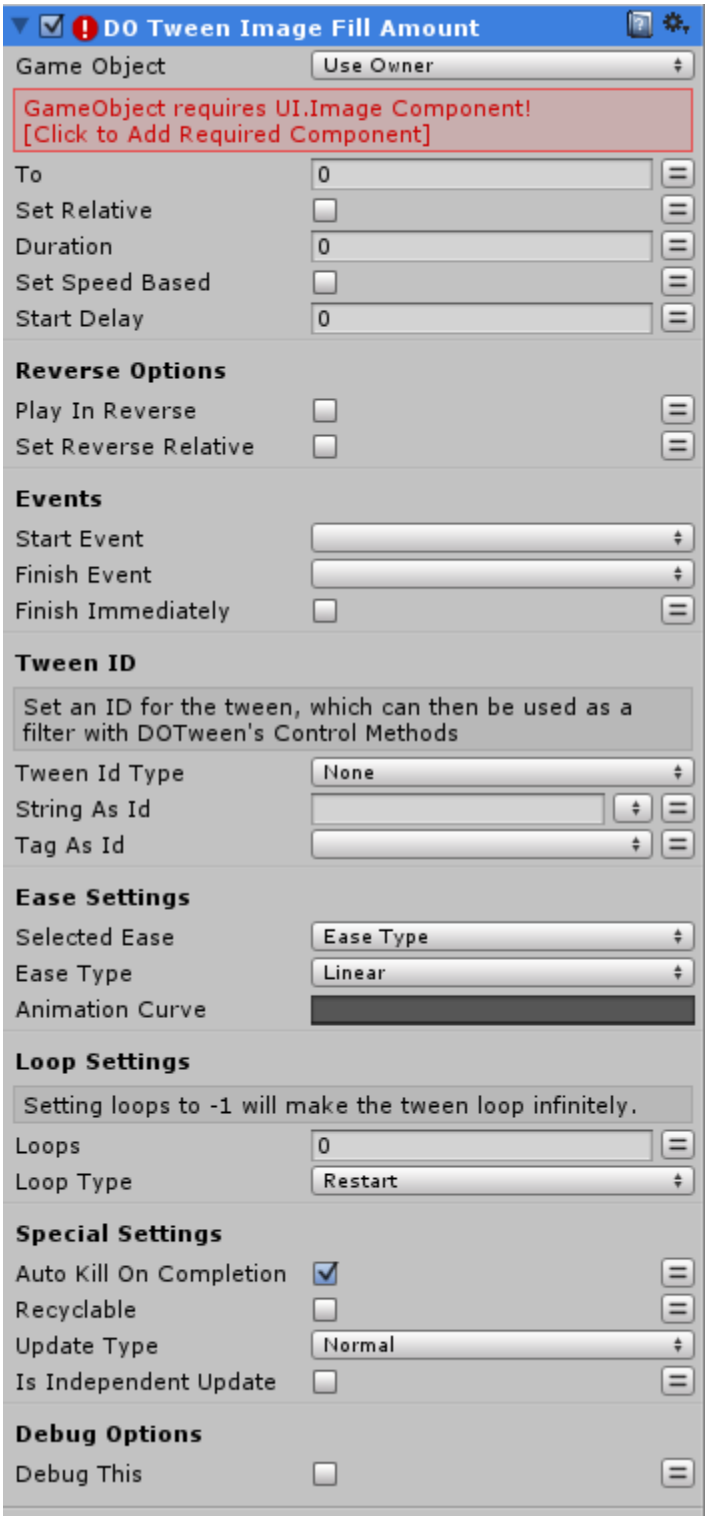
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN IMAGE FILL AMOUNT

Changes target's fillAmount to the given value (0 to 1).



GameObject – reference to a gameObject with an Image Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

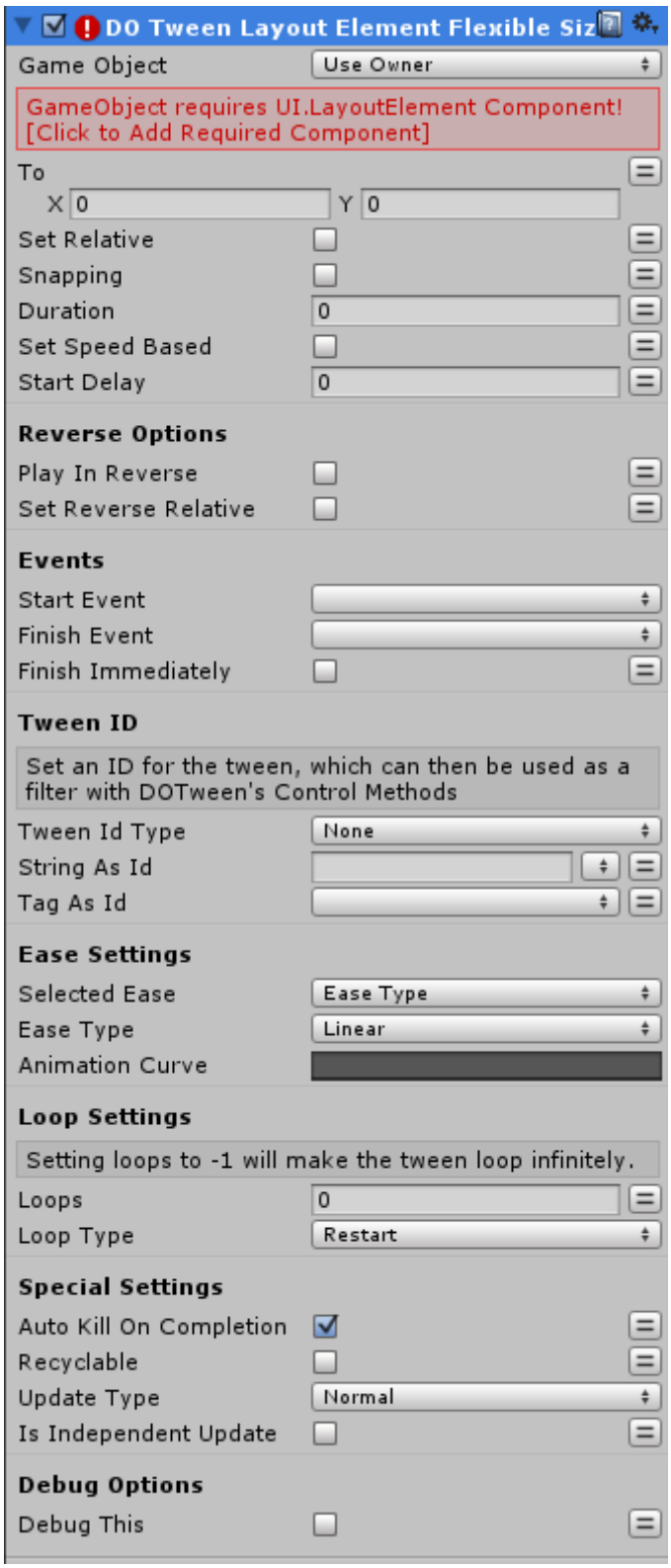
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN LAYOUT ELEMENT FLEXIBLE SIZE

Changes the layoutElement's flexibleWidth/Height to the given one.



GameObject – reference to a gameObject with a LayoutElement Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

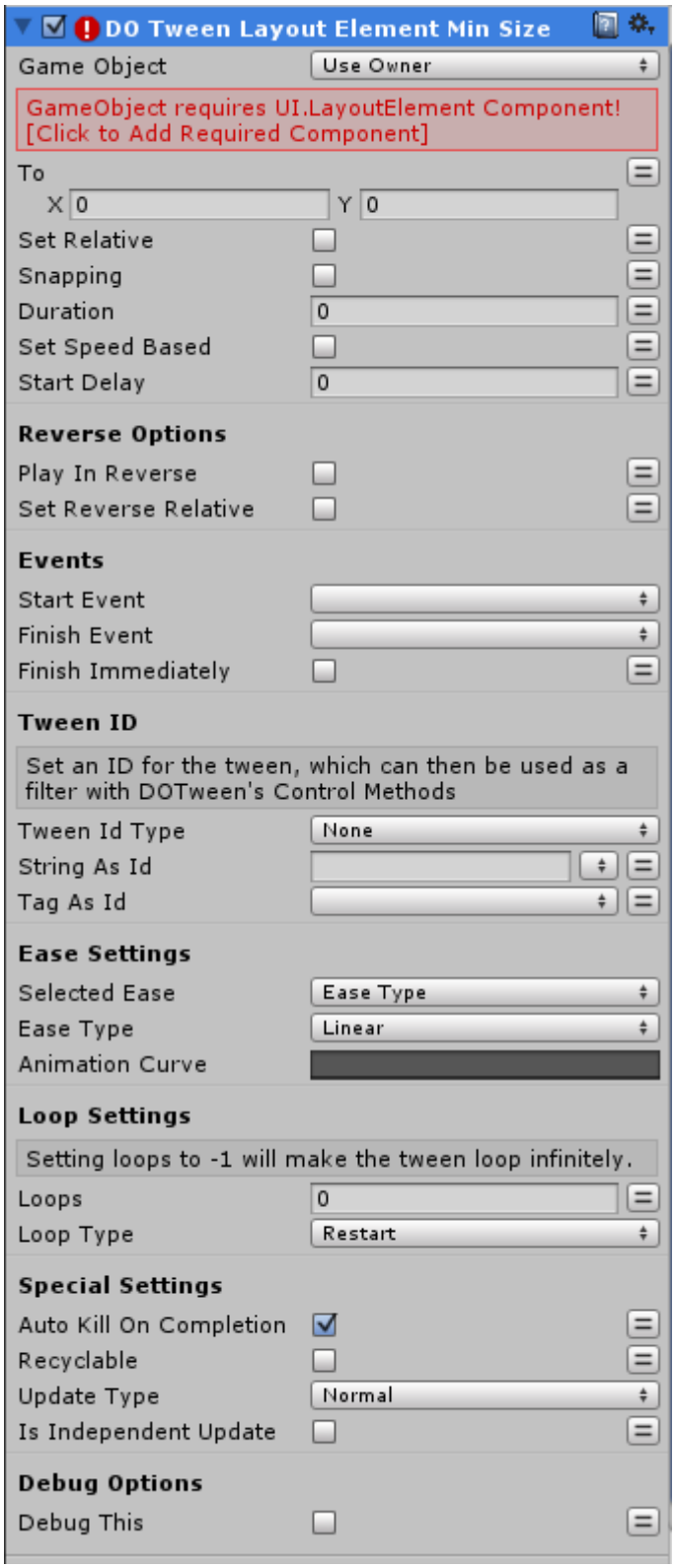
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN LAYOUT ELEMENT MIN SIZE

Changes the layoutElement's minWidth/Height to the given one.



GameObject – reference to a gameObject with a LayoutElement Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

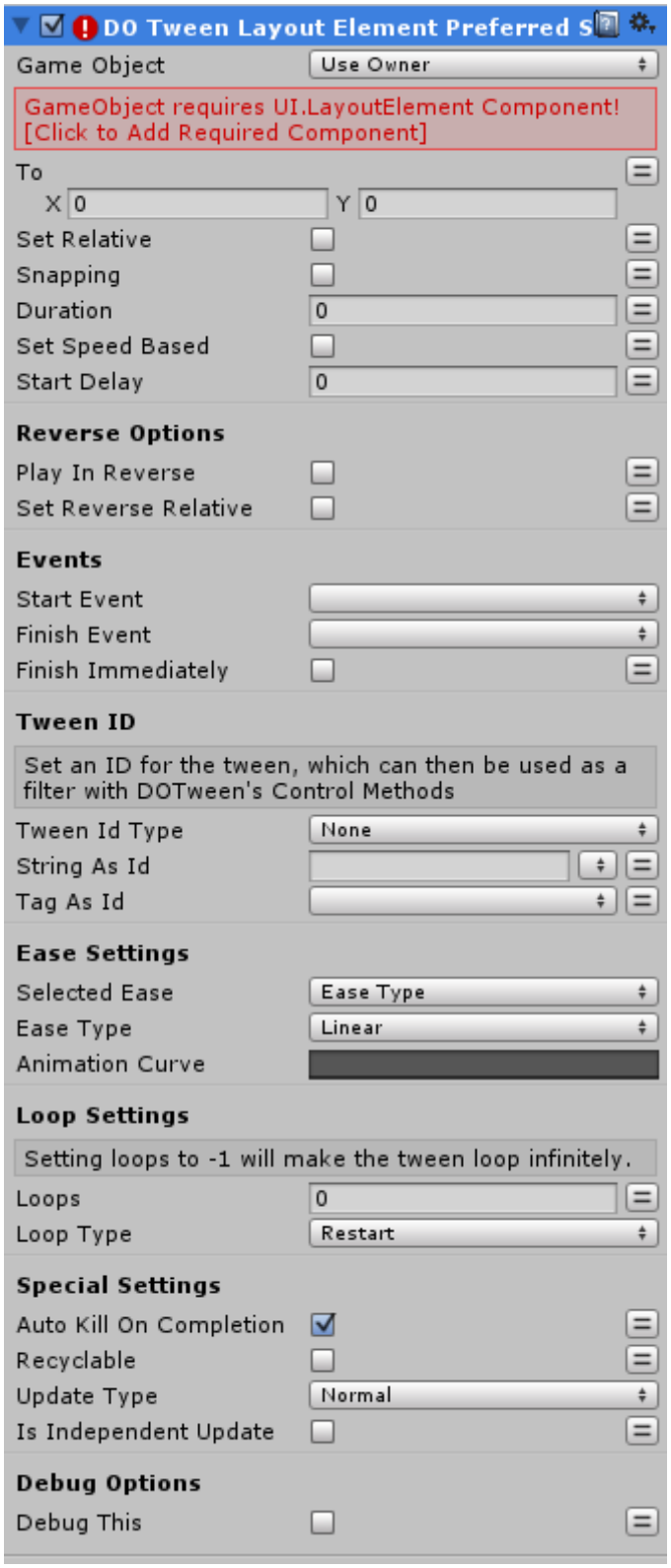
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN LAYOUT ELEMENT PREFERRED SIZE

Changes the layoutElement's preferredWidth/Height to the given one.



GameObject – reference to a gameObject with a LayoutElement Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

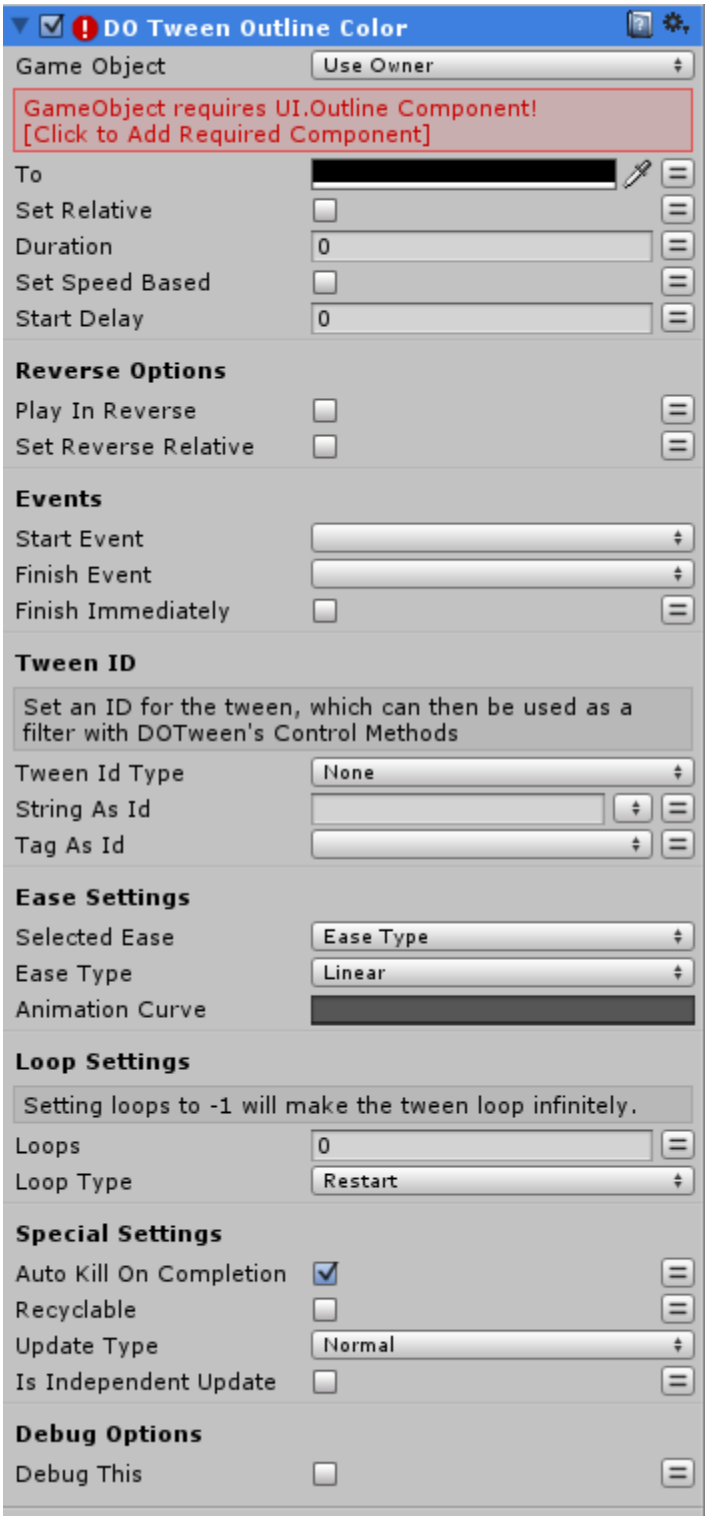
SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

OUTLINE

DOTWEEN OUTLINE COLOR

Changes the outline's color to the given one.



GameObject – reference to a gameObject with an Outline Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

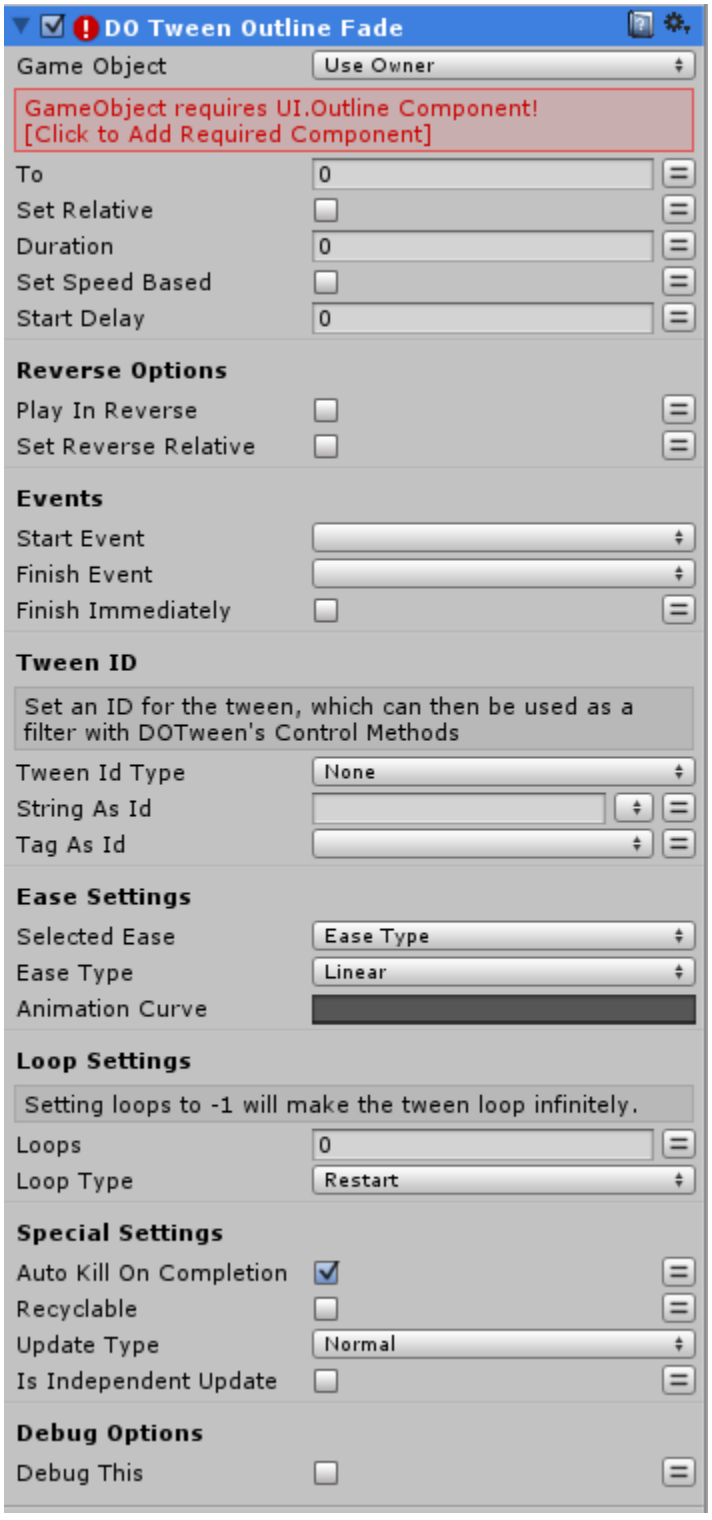
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN OUTLINE FADE

Fades the outline's alpha to the given value.



GameObject – reference to a gameObject with an Outline Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

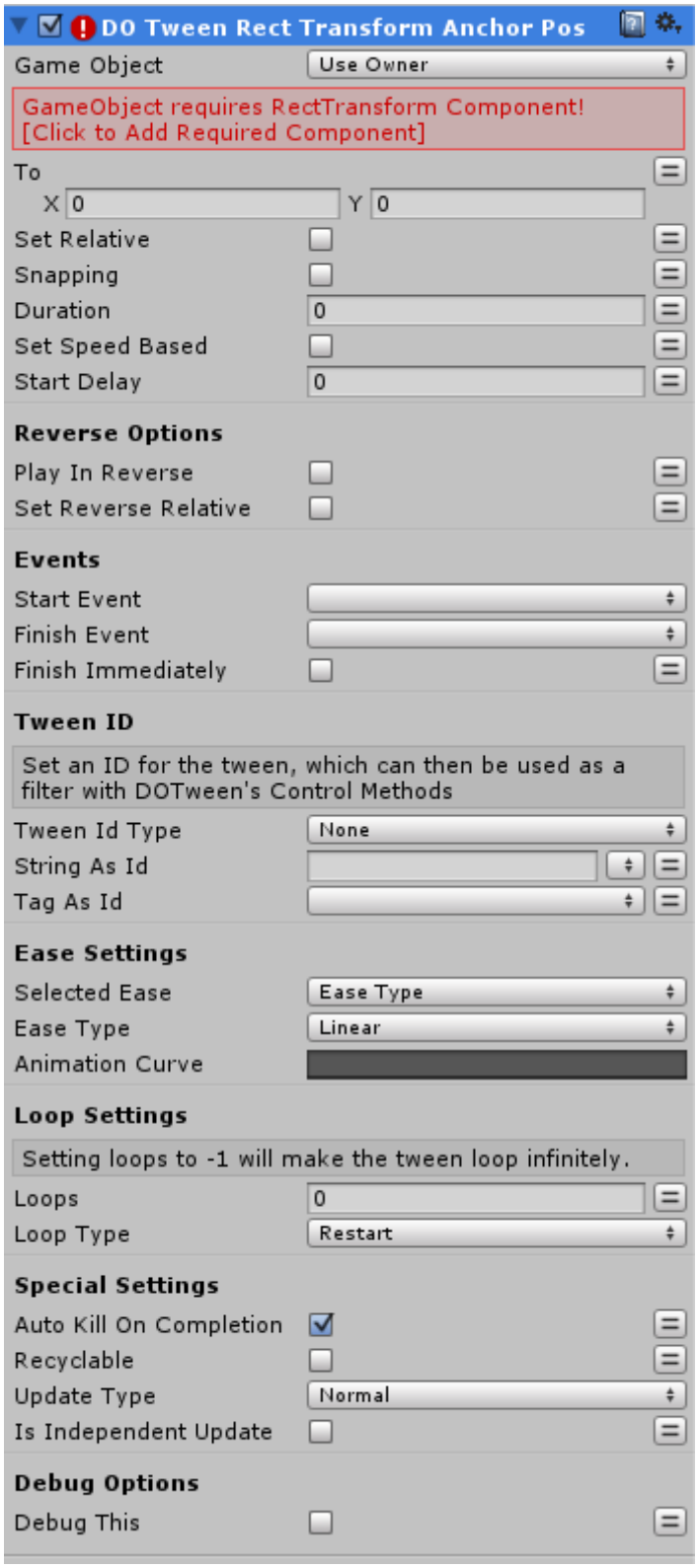
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RECT TRANSFORM ANCHOR POS

Tweens the target's anchoredPosition to the given value.



GameObject – reference to a gameObject with a RectTransform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

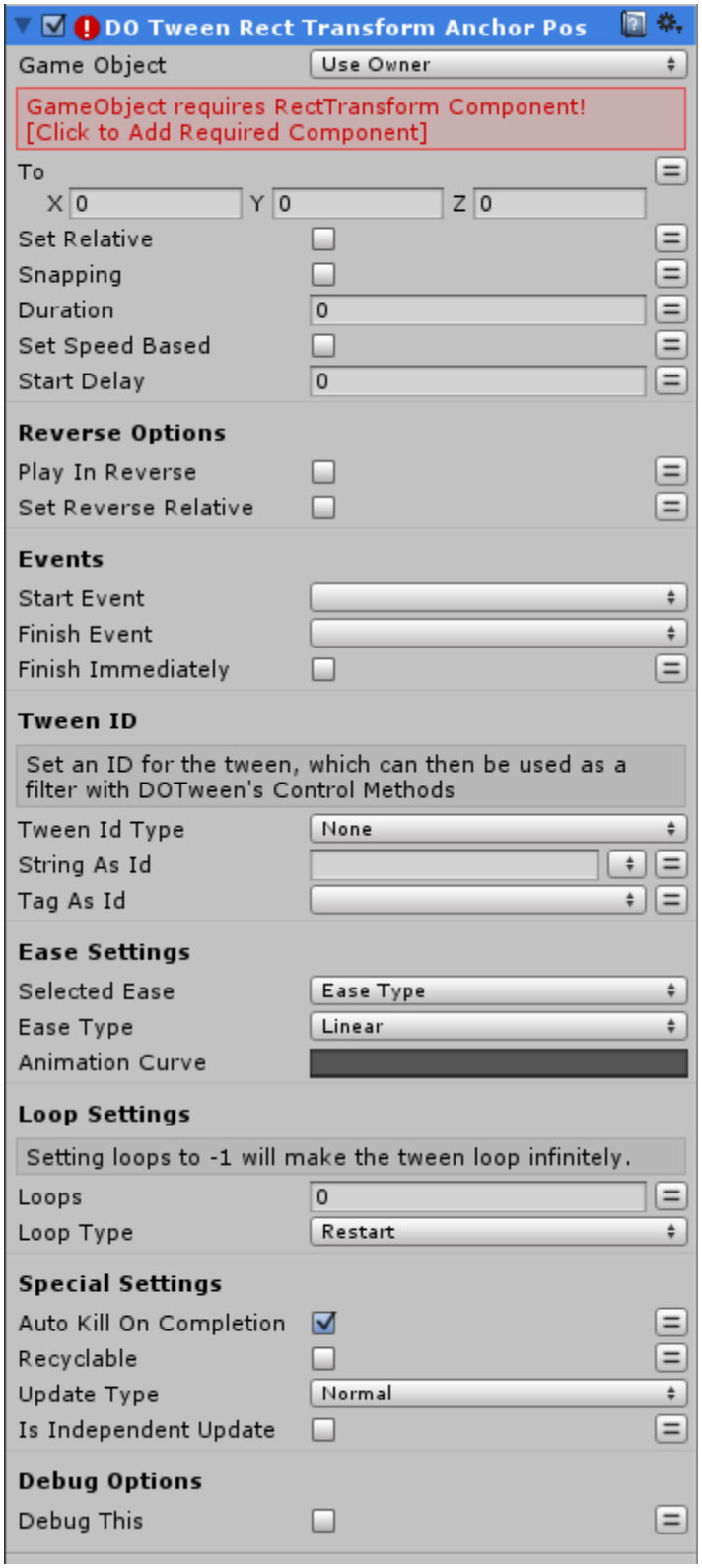
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RECT TRANSFORM ANCHOR POS 3D

Tweens the target's anchoredPosition3D to the given value.



GameObject – reference to a gameObject with a RectTransform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

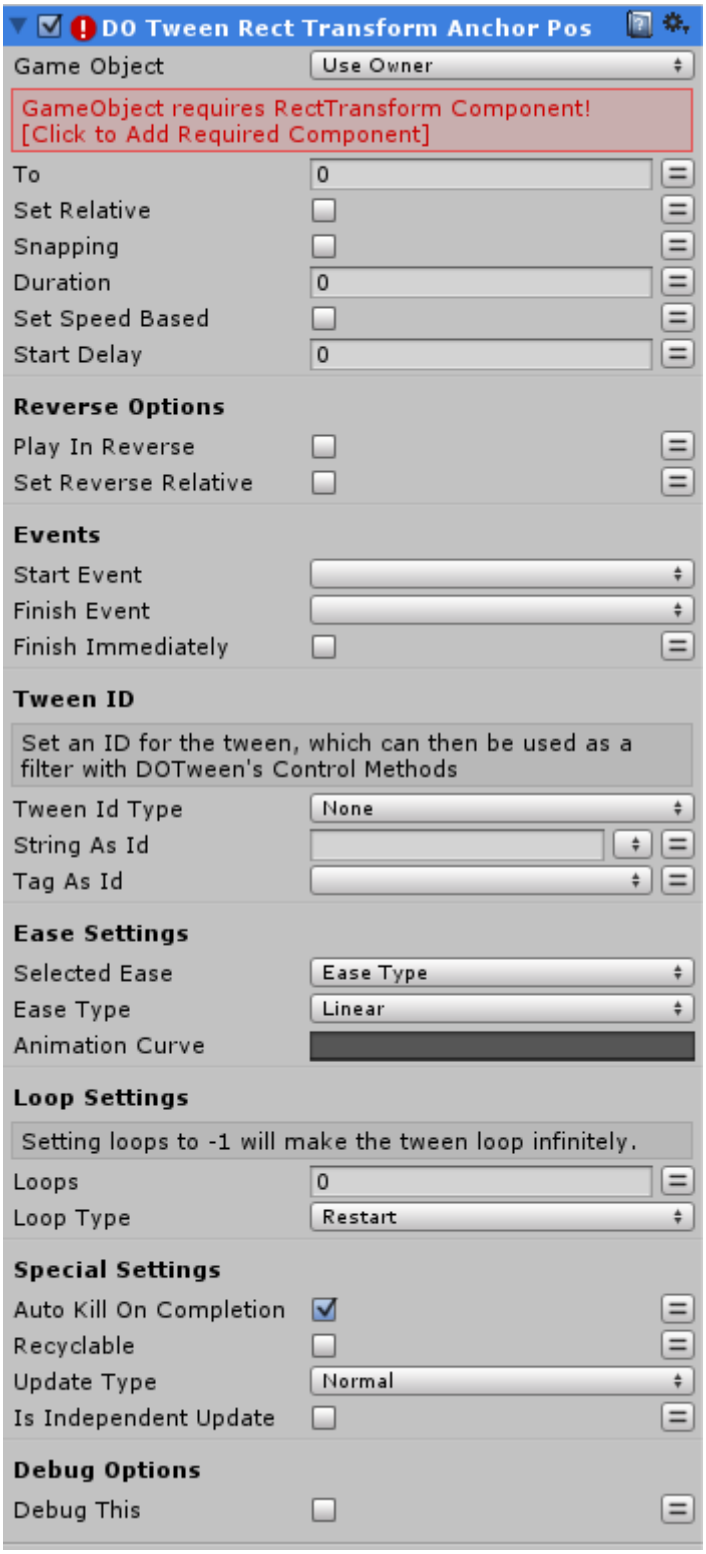
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RECT TRANSFORM ANCHOR POS X

Tweens the target's anchoredPosition to the given value, tweening only the X axis.



GameObject – reference to a gameObject with a RectTransform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

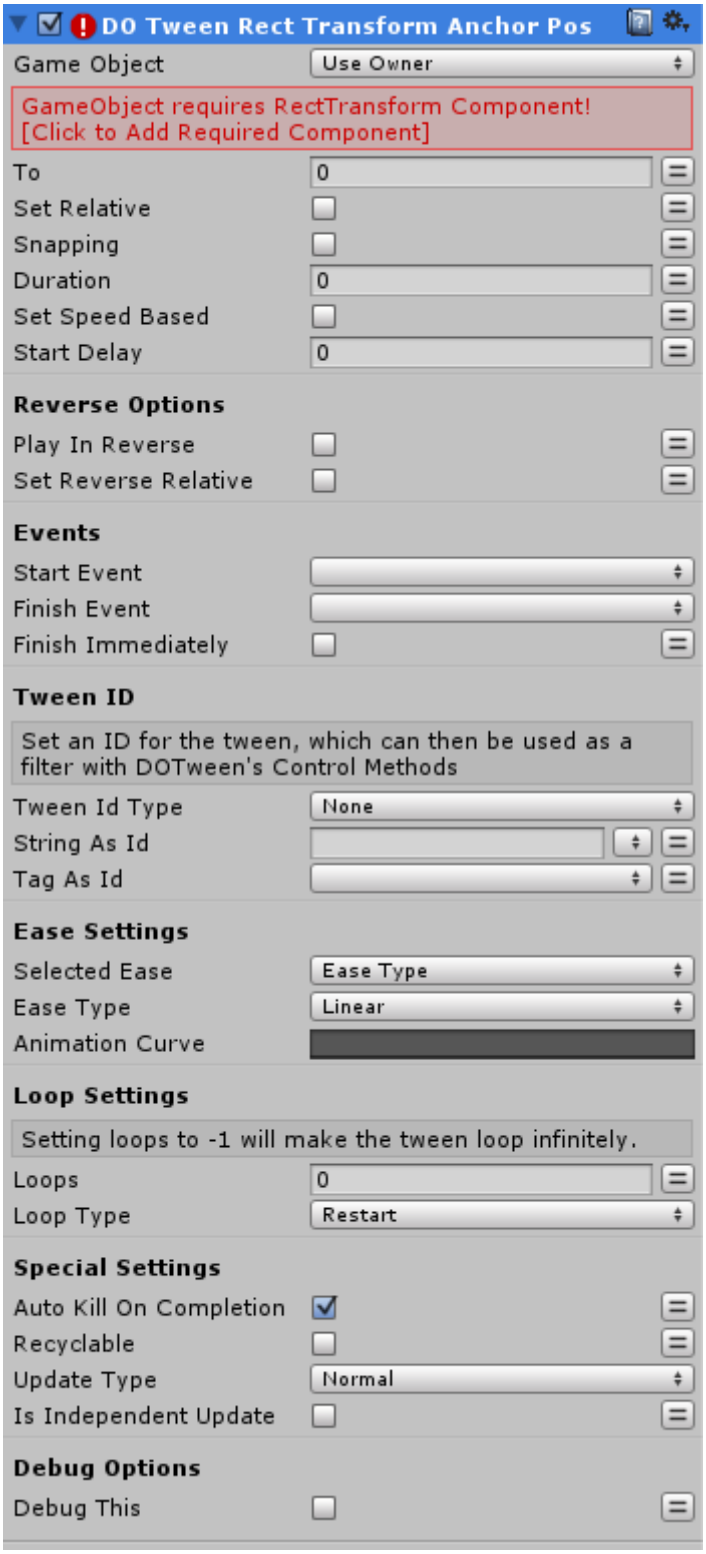
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RECT TRANSFORM ANCHOR POS Y

Tweens the target's anchoredPosition to the given value, tweening only the Y axis.



GameObject – reference to a gameObject with a RectTransform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

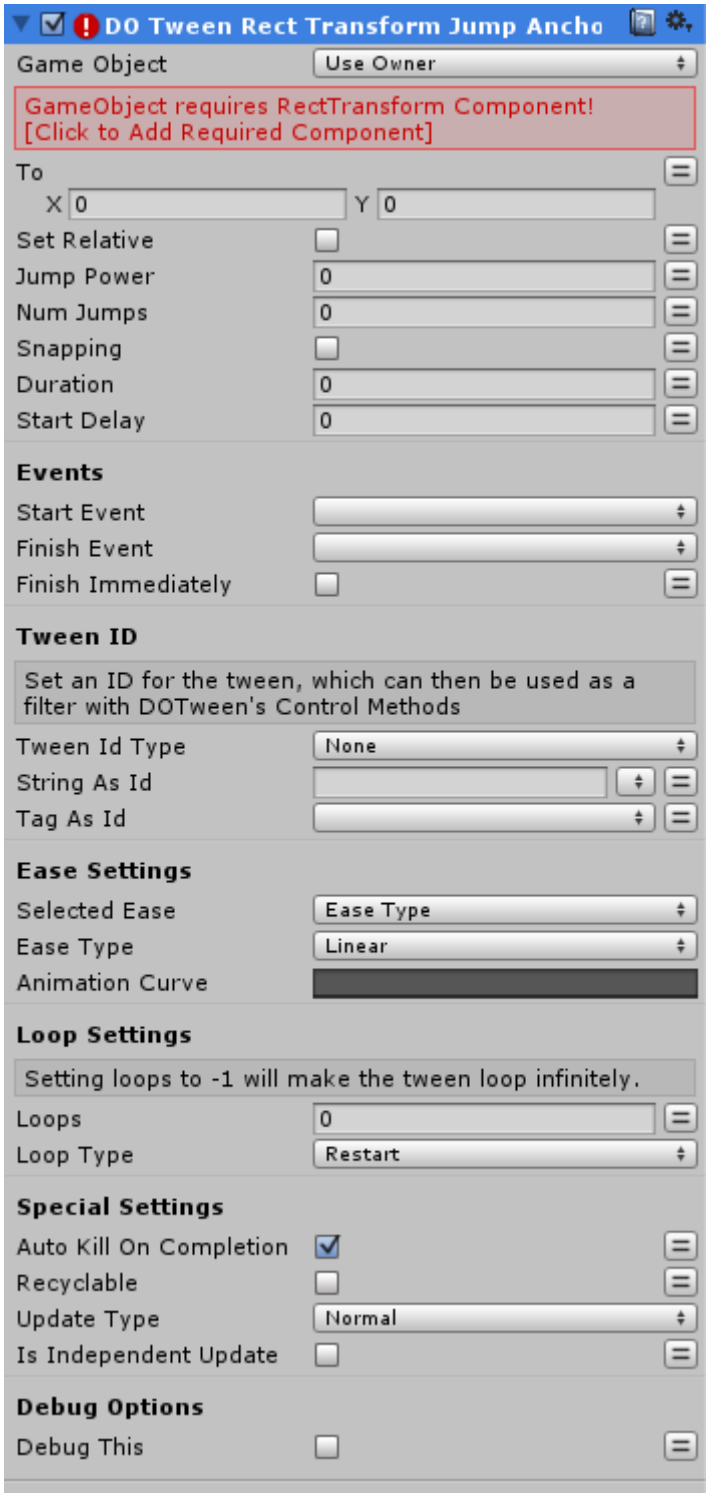
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RECT TRANSFORM JUMP ANCHOR POS

Tweens the target's anchoredPosition to the given value, while also applying a jump effect along the Y axis. NOTE: Returns a Sequence instead of a Tweener.



GameObject – reference to a gameObject with a RectTransform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
JumpPower – Power of the jump (the max height of the jump is represented by this plus the final Y offset)
NumJumps – Total number of jumps
Snapping – If TRUE the tween will smoothly snap all values to integers
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

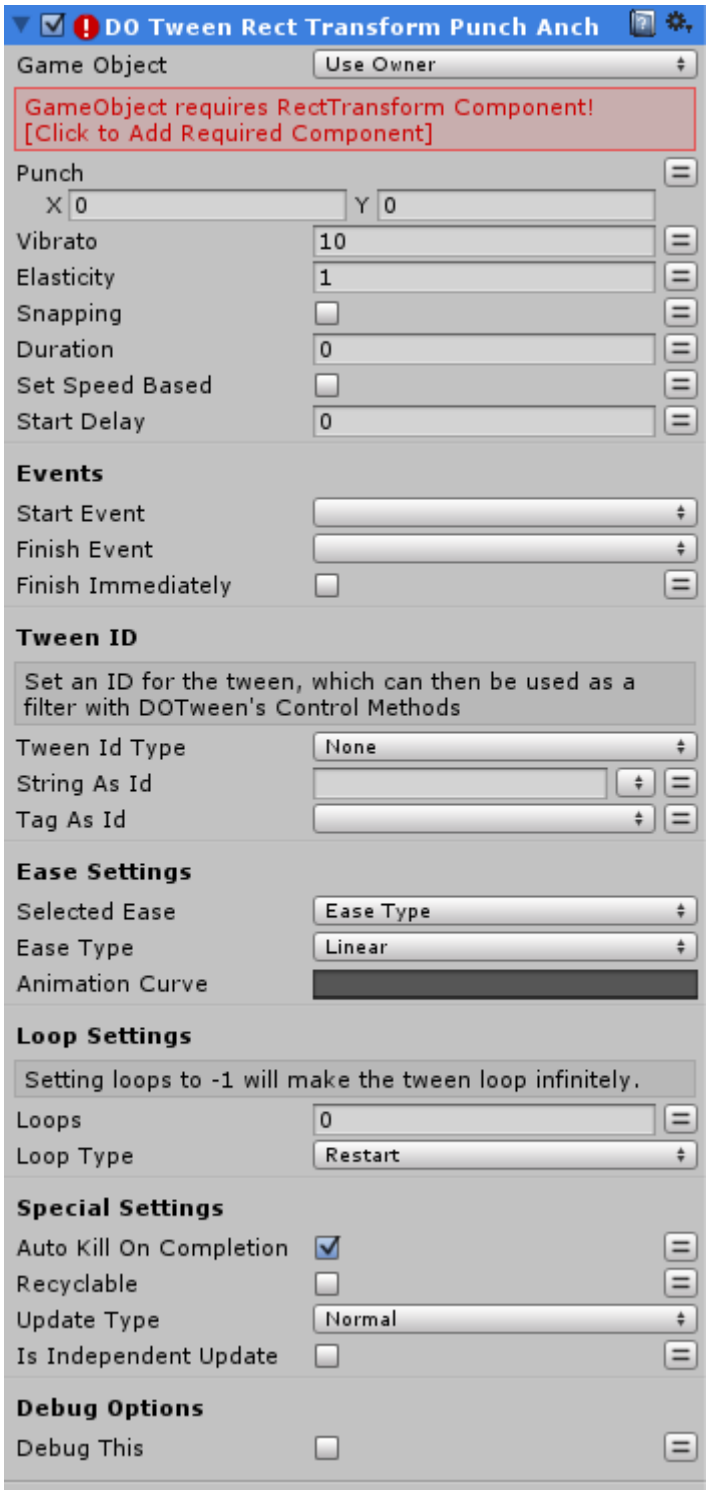
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RECT TRANSFORM PUNCH ANCHOR POS

Punches the target's anchoredPosition with the given values.



GameObject – reference to a gameObject with a RectTransform Component attached.
Punch - The direction and strength of the punch (added to the RectTransform's current position)
Vibrato – Indicates how much will the punch vibrate
Elasticity – Represents how much (0 to 1) the vector will go beyond the starting position when bouncing backwards. 1 creates a full oscillation between the punch direction and the opposite direction, while 0 oscillates only between the punch and the start position
Snapping – If TRUE the tween will smoothly snap all values to integers
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

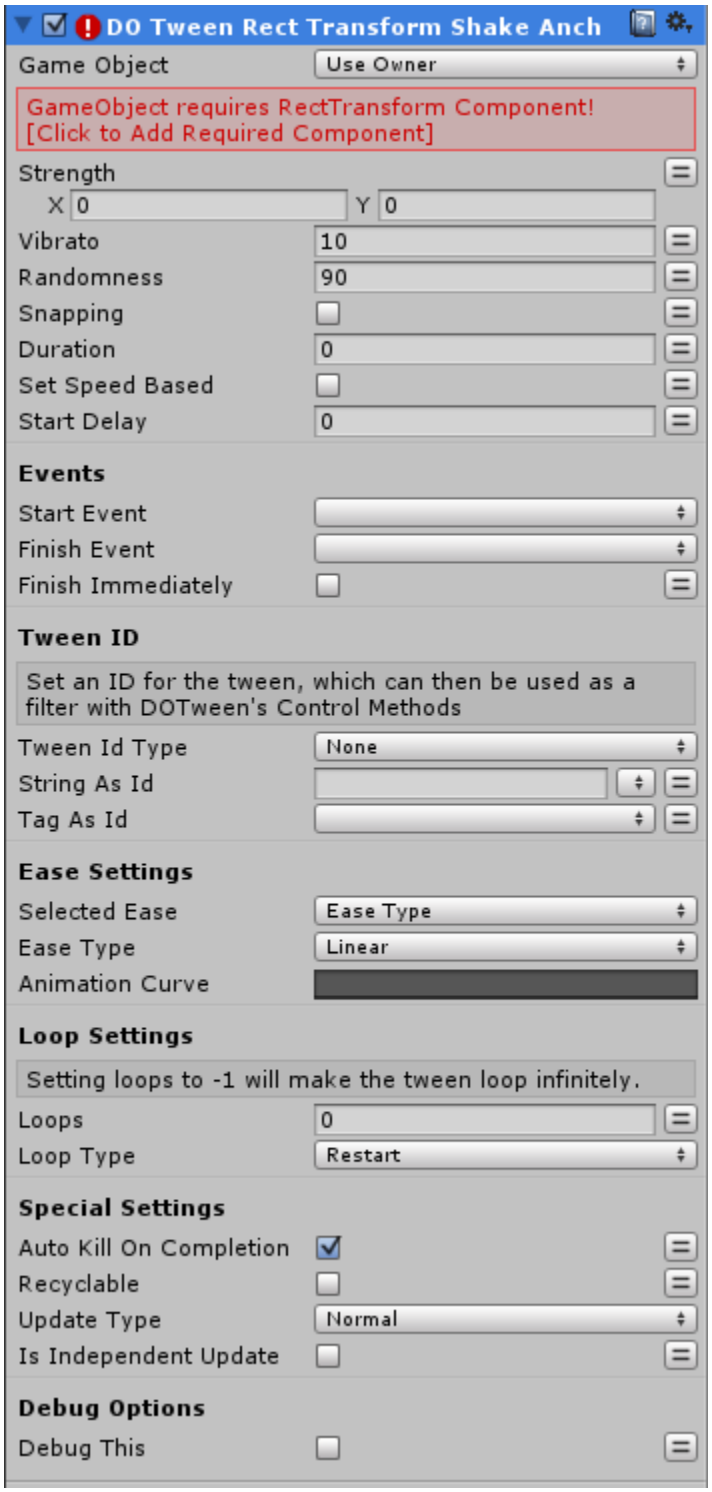
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RECT TRANSFORM SHAKE ANCHOR POS

Shakes the target's anchoredPosition with the given values.



GameObject – reference to a gameObject with a RectTransform Component attached.
Strength - The shake strength
Vibrato – Indicates how much will the shake vibrate
Randomness – Indicates how much the shake will be random (0 to 180 - values higher than 90 kind of suck, so beware). Setting it to 0 will shake along a single direction.
Snapping – If TRUE the tween will smoothly snap all values to integers
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

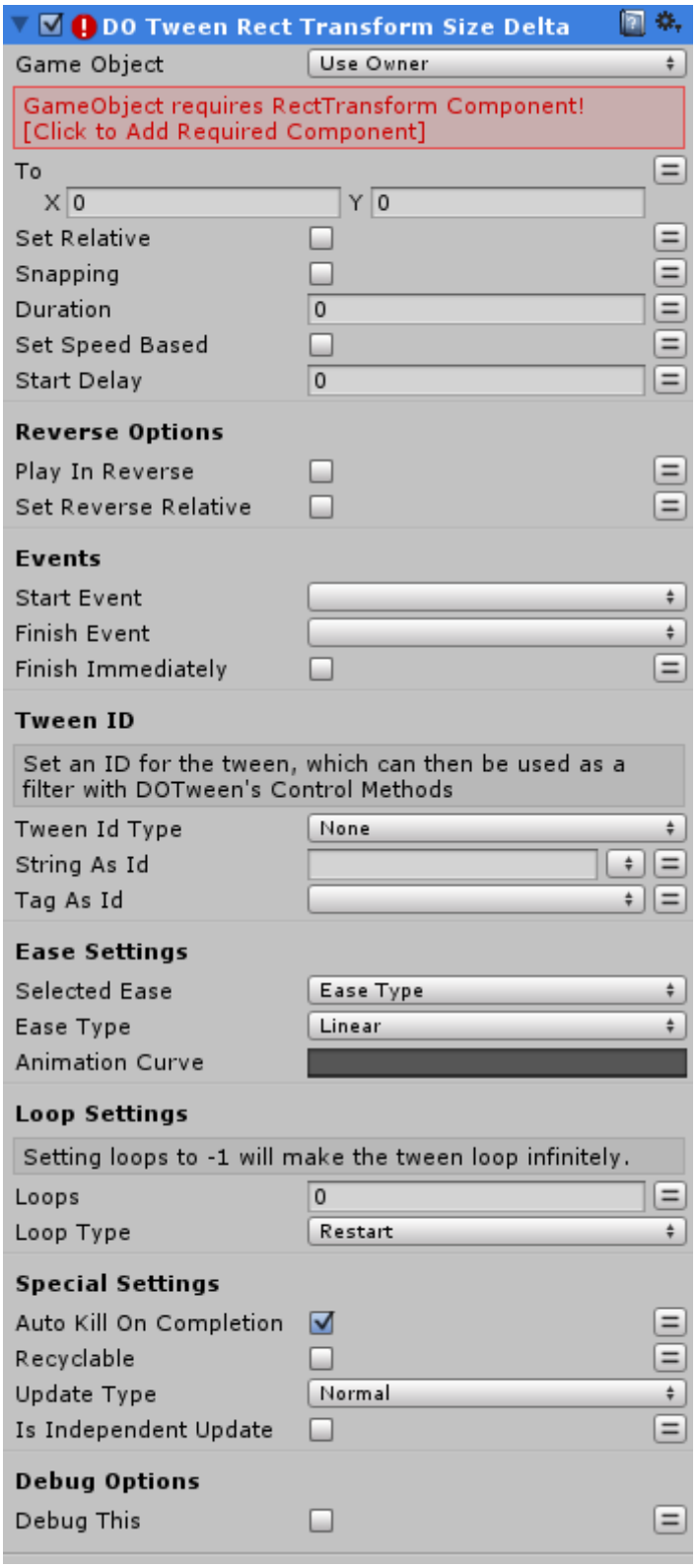
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RECT TRANSFORM SIZE DELTA

Tweens the target's sizeDelta to the given value.



GameObject – reference to a gameObject with a RectTransform Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

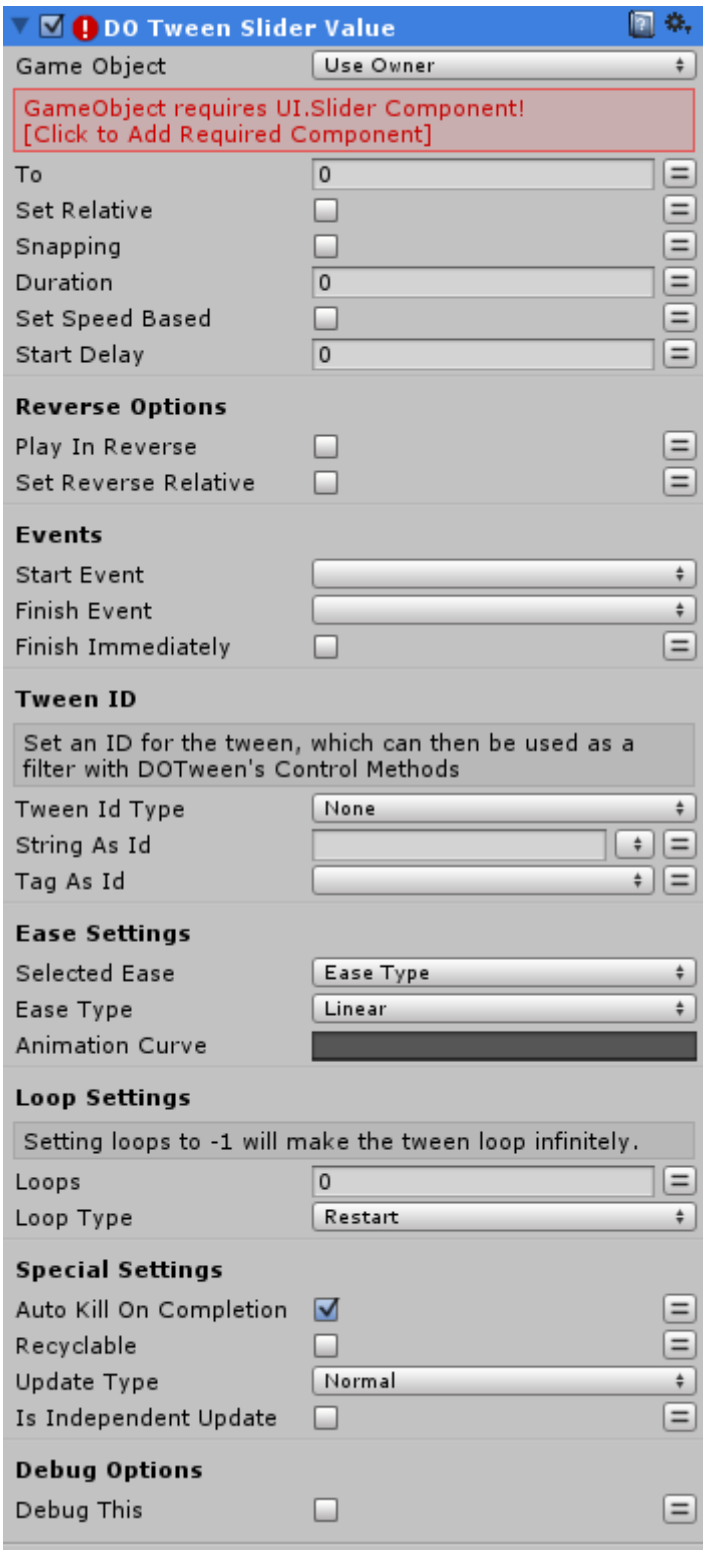
SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

SLIDER

DOTWEEN SLIDER VALUE

Changes the target's value to the given one.



GameObject – reference to a gameObject with a Slider Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Snapping – If TRUE the tween will smoothly snap all values to integers
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

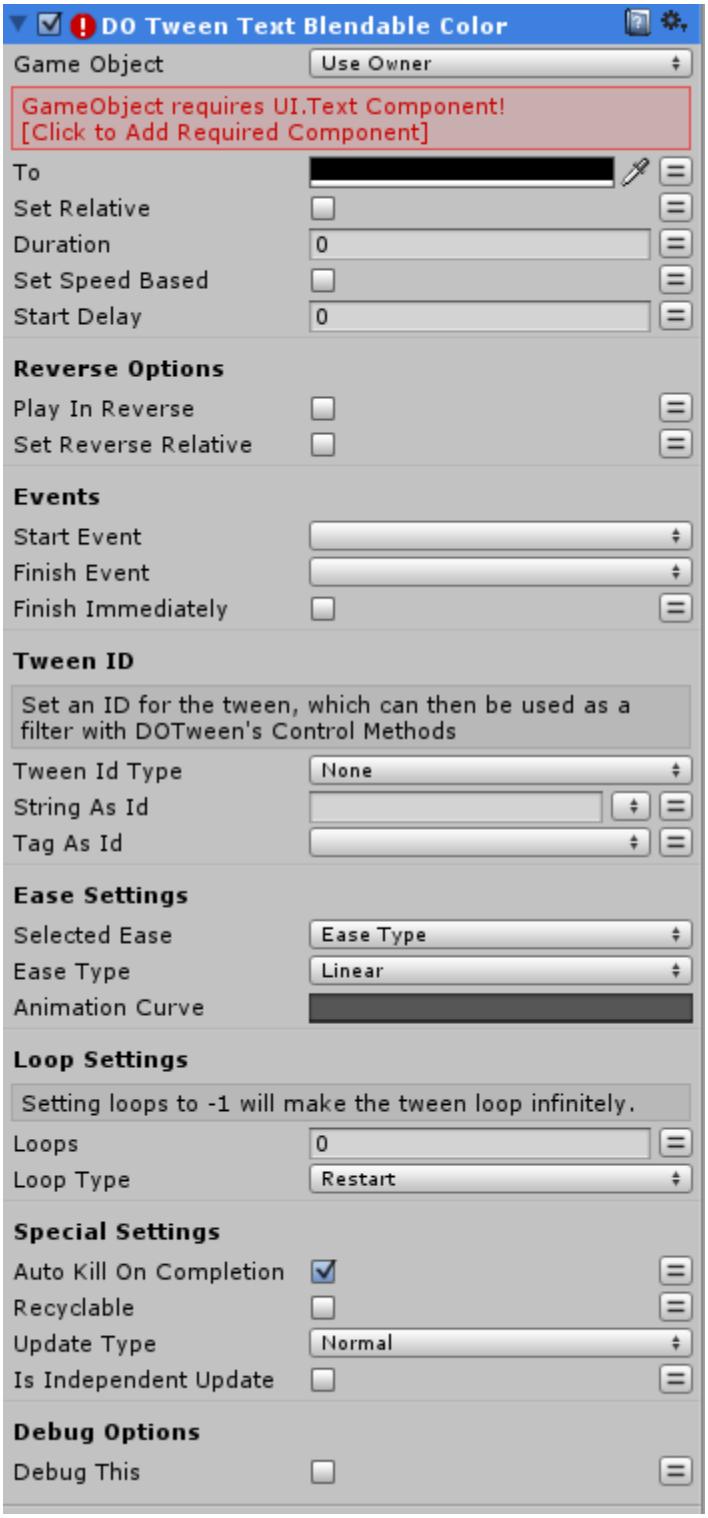
SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

TEXT

DOTWEEN TEXT BLENDABLE COLOR

Tweens the target's color to the given value, in a way that allows other DOBlendableColor tweens to work together on the same target, instead than fight each other as multiple DOColor would do.



GameObject – reference to a gameObject with a Text Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween end
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

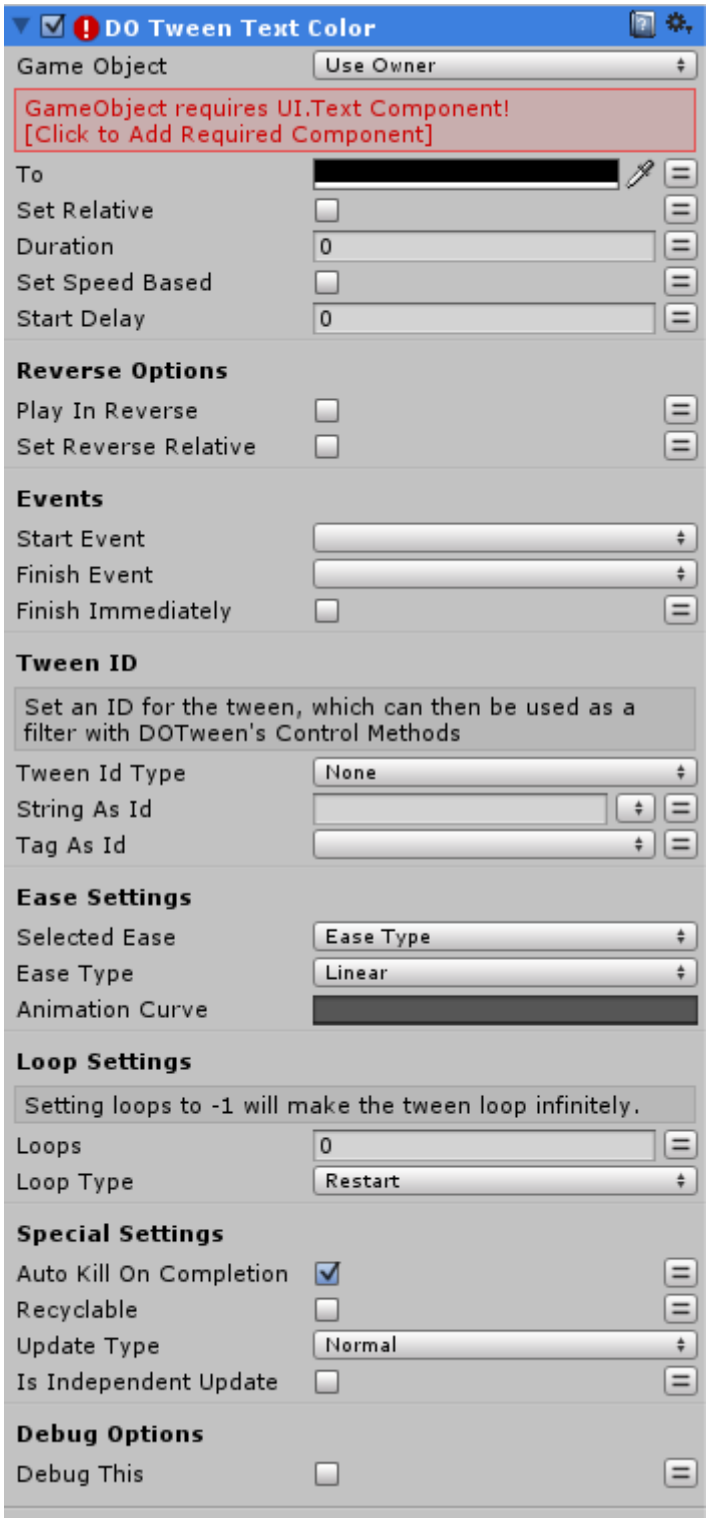
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT COLOR

Changes the target's color to the given one.



GameObject – reference to a gameObject with a Text Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

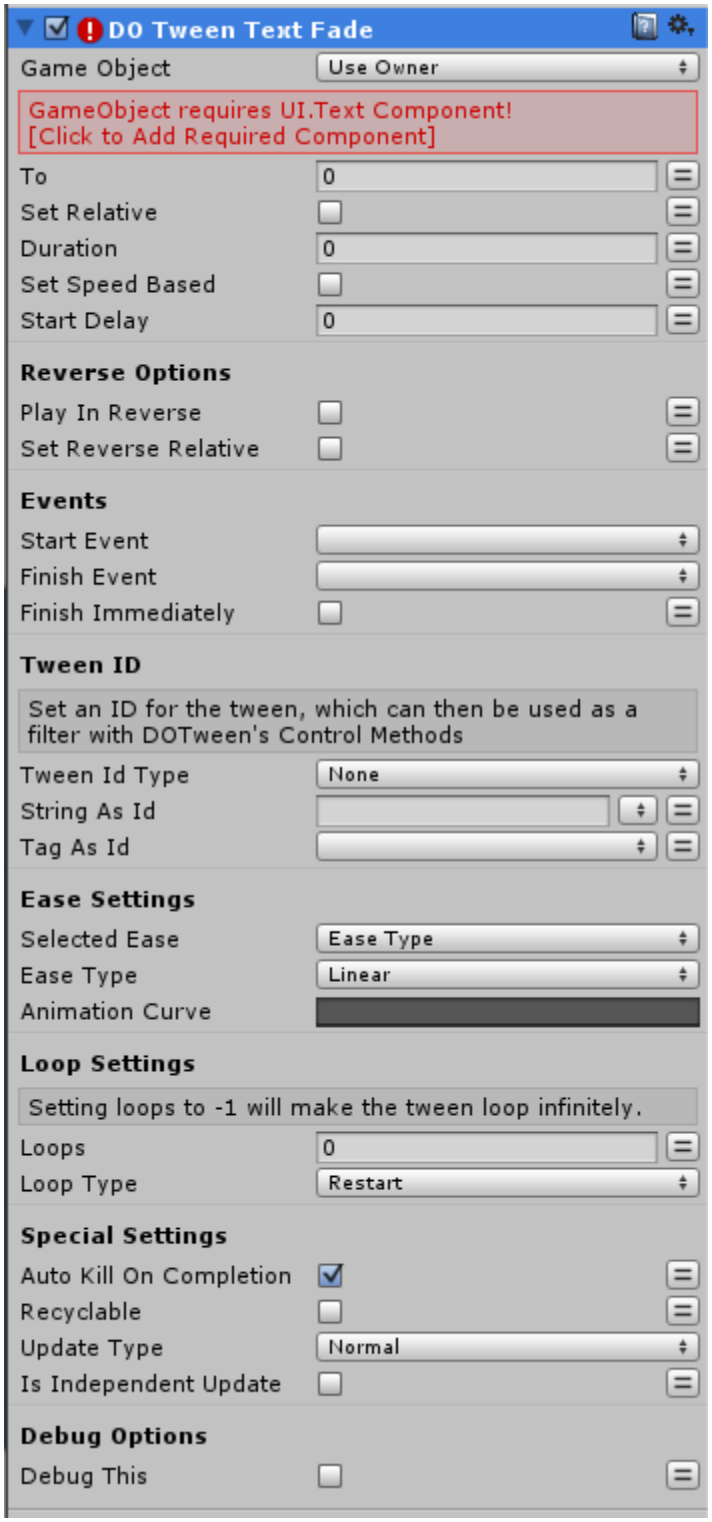
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT FADE

Fades the target's alpha to the given value.



GameObject – reference to a gameObject with a Text Component attached.
To - The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween end
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

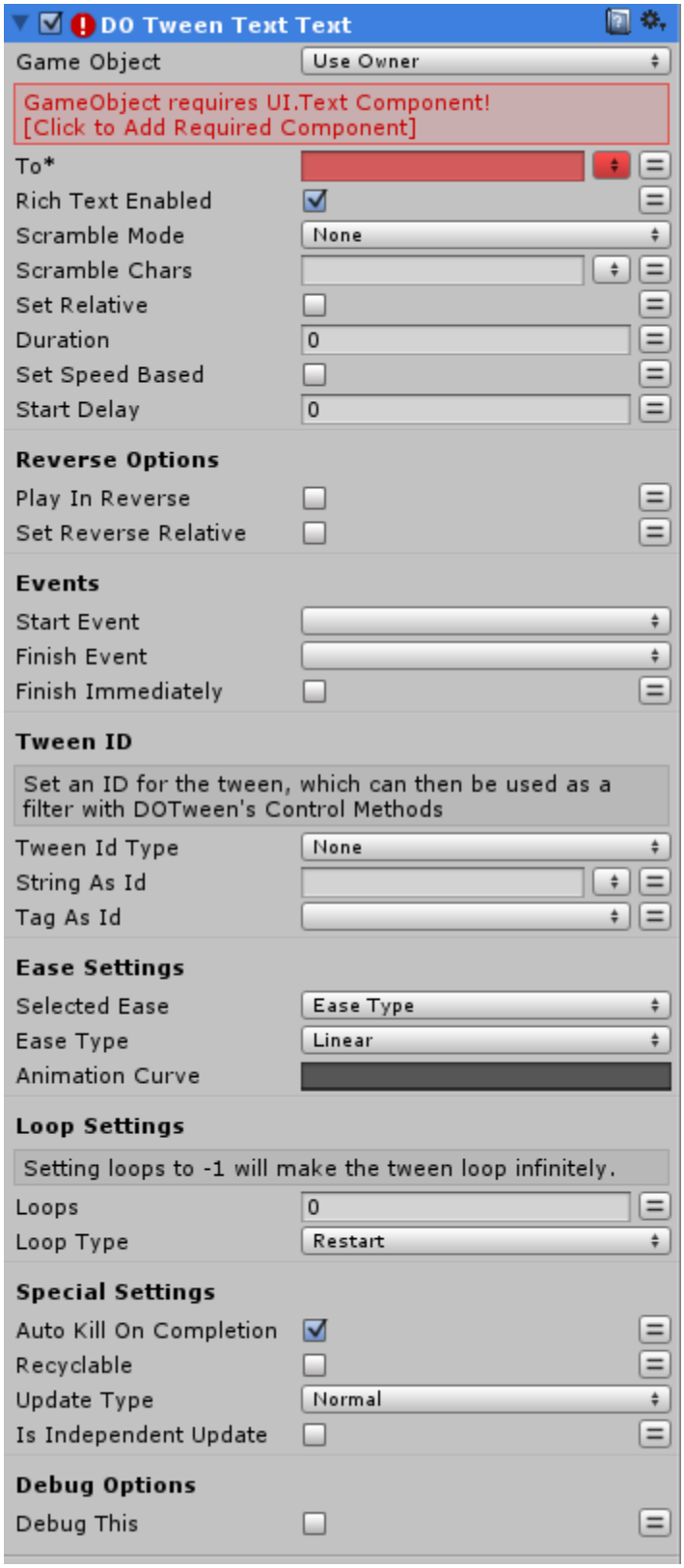
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT TEXT

Tweens the target's text to the given value.



GameObject – reference to a gameObject with a Text Component attached.
To - The end value to reach
RichTextEnabled – If TRUE (default), rich text will be interpreted correctly while animated, otherwise all tags will be considered as normal text
ScrambleMode – The type of scramble mode to use, if any. If different than ScrambleMode.None the string will appear from a random animation of characters, otherwise it will compose itself regularly. None(default): no scrambling will be applied. All / Uppercase / Lowercase / Numerals: type of characters to be used while scrambling. Custom: will use the custom characters in scrambleChars.
ScrambleChars – A string containing the characters to use for custom scrambling. Use as many characters as possible (minimum 10) because DOTween uses a fast scramble mode which gives better results with more characters.
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

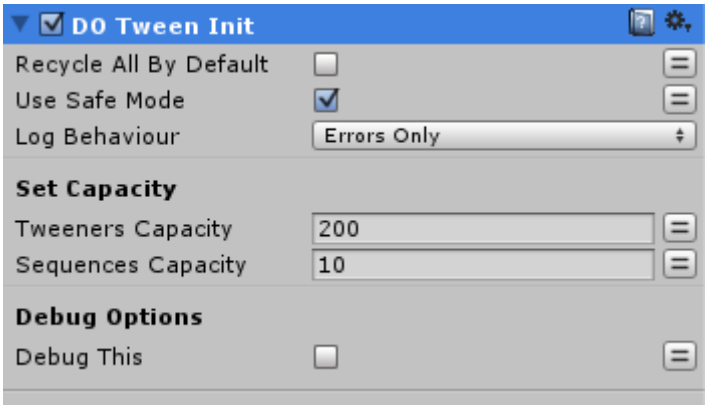
SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

INIT

DOTWEEN INIT

Initializes DOTween. Call it without any parameter to use the preferences you set in DOTween's Utility Panel (otherwise they will be overrided by any eventual parameter passed)



RecycleAllByDefault – If TRUE all new tweens will be set for recycling, meaning that when killed they won't be destroyed but instead will be put in a pool and reused rather than creating new tweens. This option allows you to avoid GC allocations by reusing tweens, but you will have to take care of tween references, since they might result active even if they were killed (since they might have been respawned and might now be in use as other completely different tweens)
UseSafeMode – If set to TRUE tweens will be slightly slower but safer, allowing DOTween to automatically take care of things like targets being destroyed while a tween is running. WARNING: on iOS safeMode works only if stripping level is set to 'Strip Assemblies' or Script Call Optimization is set to 'Slow and Safe'.
LogBehaiour – Depending on the chosen mode DOTween will log only errors, errors and warnings, or everything plus additional informations.

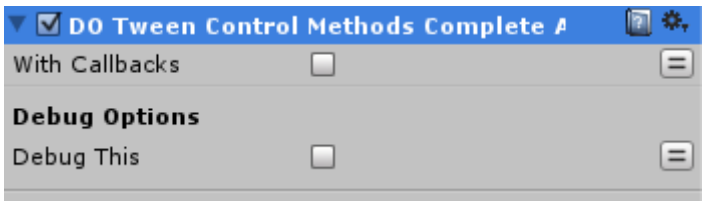
SET CAPACITY
TweenersCapacity – Directly sets the current max capacity of Tweeners (meaning how many Tweeners can be running at the same time) so that DOTween doesn't need to automatically increase them in case the max is reached (which might lead to hiccups when that happens).
SequencesCapacity – Directly sets the current max capacity of Sequences (meaning how many Sequences can be running at the same time) so that DOTween doesn't need to automatically increase them in case the max is reached (which might lead to hiccups when that happens). Sequences capacity must be less or equal to Tweeners capacity (if you pass a low Tweener capacity it will be automatically increased to match the Sequence's). Beware: use this method only when there are no tweens running.

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

CONTROL METHODS

DOTWEEN CONTROL METHODS COMPLETE ALL

Sends all tweens to their end position (has no effect with tweens that have infinite loops).

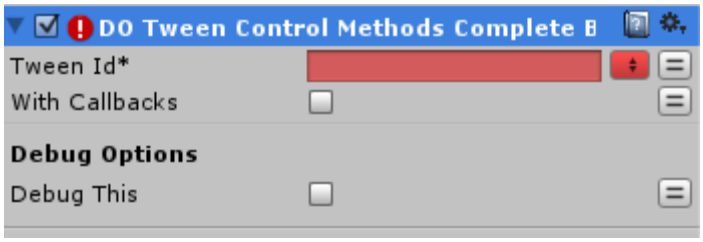


WithCallbacks – For Sequences only: if TRUE internal Sequence callbacks will be fired, otherwise they will be ignored.

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS COMPLETE BY ID

Sends all tweens with the given ID to their end position (has no effect with tweens that have infinite loops).

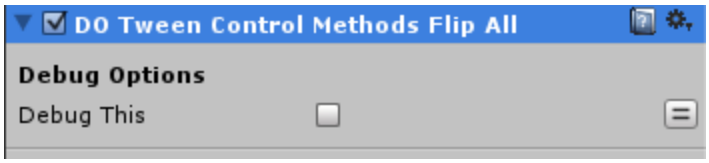


TweenId – Tween Id
WithCallbacks – For Sequences only: if TRUE internal Sequence callbacks will be fired, otherwise they will be ignored.

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS FLIP ALL

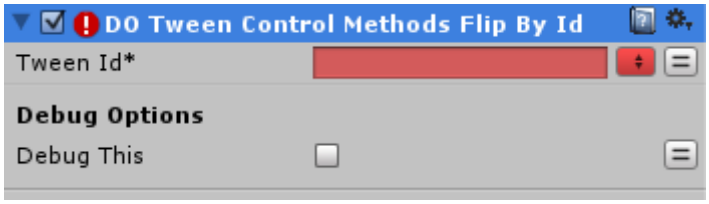
Flips the direction of all the tweens (backwards if it was going forward or viceversa).



DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS FLIP BY ID

Flips the direction of all tweens with the given ID (backwards if it was going forward or viceversa).

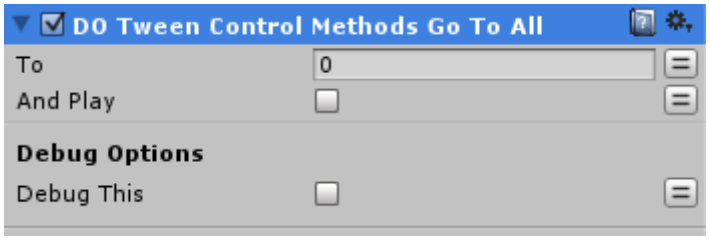


TweenId – Tween Id

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS GO TO ALL

Sends all tweens to the given position (calculating also eventual loop cycles)

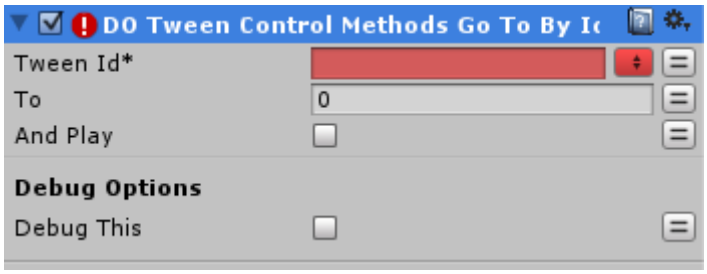


To – Time position to reach (if higher than the whole tween duration the tween will simply reach its end).
AndPlay – If TRUE the tween will play after reaching the given position, otherwise it will be paused.

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS GO TO ALL BY ID

Sends all tweens with the given ID to the given position (calculating also eventual loop cycles)

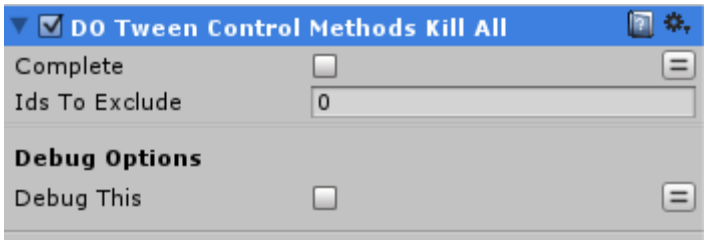


TweenId – Tween Id
To – Time position to reach (if higher than the whole tween duration the tween will simply reach its end).
AndPlay – If TRUE the tween will play after reaching the given position, otherwise it will be paused.

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS KILL ALL

Kills all tweens. A tween is killed automatically when it reaches completion (unless you prevent it using SetAutoKill(false)), but you can use this method to kill it sooner if you don't need it anymore.

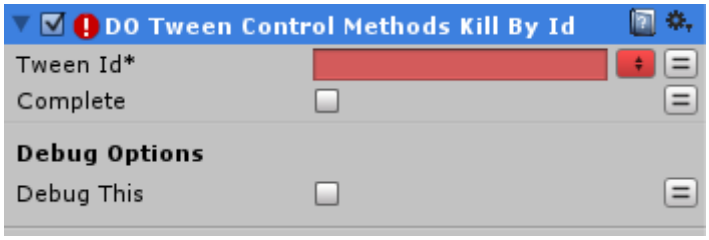


Complete – If TRUE instantly completes the tween before killing it.
IdsToExclude – KillAll only > Eventual ids to exclude from the operation.

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS KILL BY ID

Kills all tweens with the given ID. A tween is killed automatically when it reaches completion (unless you prevent it using SetAutoKill(false)), but you can use this method to kill it sooner if you don't need it anymore.

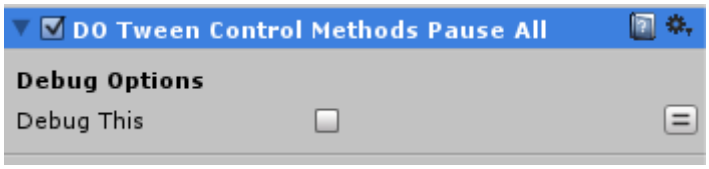


TweenId – Tween Id
Complete – If TRUE instantly completes the tween before killing it.

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS PAUSE ALL

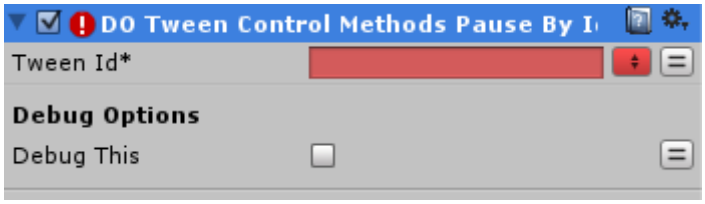
Pauses all tweens



DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS PAUSE BY ID

Pauses all tweens with the given ID

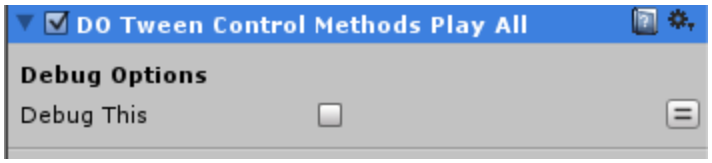


TweenId – Tween Id

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS PLAY ALL

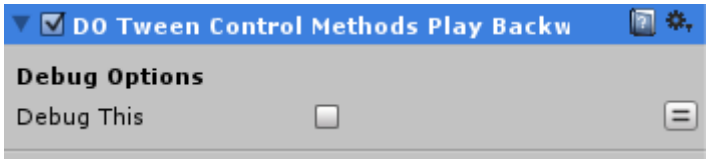
Plays all tweens (meaning the tweens that were not already playing or complete)



DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS PLAY BACKWARDS ALL

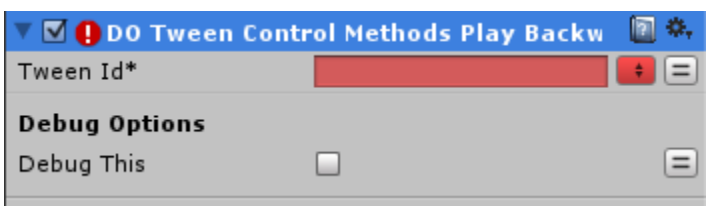
Plays backwards all tweens (meaning the tweens that were not already started, playing backwards or rewinded)



DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS PLAY BACKWARDS BY ID

Plays backwards all tweens with the given ID (meaning the tweens that were not already started, playing backwards or rewinded)

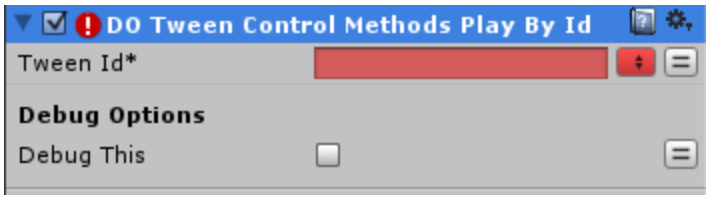


TweenId – Tween Id

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS PLAY BY ID

Plays all tweens with the given ID (meaning the tweens that were not already playing or complete)

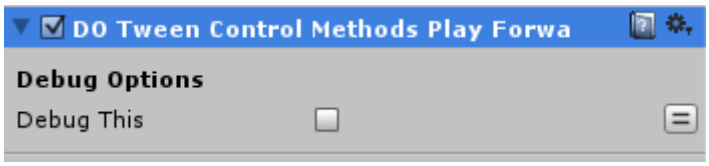


TweenId – Tween Id

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS PLAY FORWARD ALL

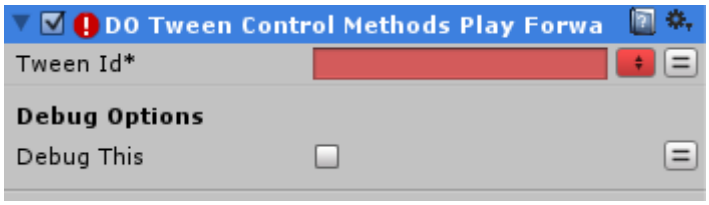
Plays forward all tweens (meaning tweens that were not already playing forward or complete)



DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS PLAY FORWARD BY ID

Plays forward all tweens with the given ID (meaning tweens that were not already playing forward or complete)

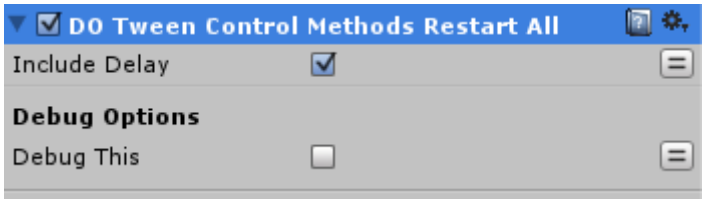


TweenId – Tween Id

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS RESTART ALL

Restarts all tweens

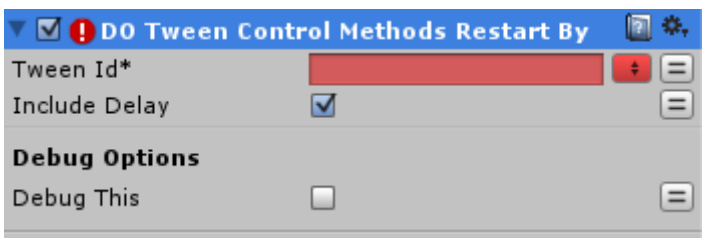


IncludeDelay – If TRUE includes the eventual tween delay, otherwise skips it.

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS PLAY RESTART BY ID

Plays forward all tweens with the given ID (meaning tweens that were not already playing forward or complete)

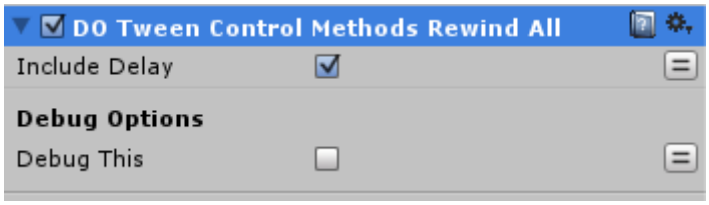


TweenId – Tween Id
IncludeDelay – If TRUE includes the eventual tween delay, otherwise skips it.

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS REWIND ALL

Rewinds and pauses all tweens (meaning tweens that were not already rewinded)

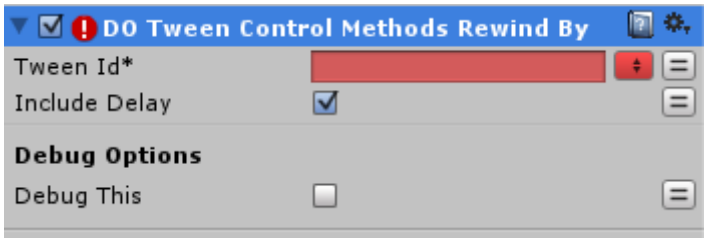


IncludeDelay – If TRUE includes the eventual tween delay, otherwise skips it.

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS REWIND BY ID

Rewinds and pauses all tweens with the given ID (meaning tweens that were not already rewinded)

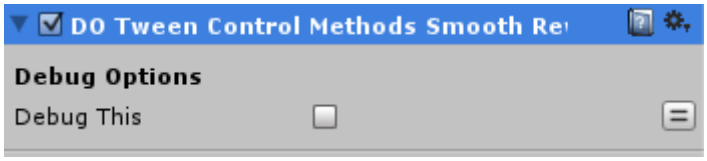


TweenId – Tween Id
IncludeDelay – If TRUE includes the eventual tween delay, otherwise skips it.

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS SMOOTH REWIND ALL

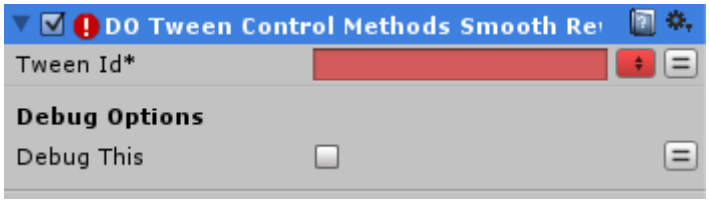
Smoothly rewinds all tweens (delays excluded) (meaning tweens that were not already rewinded). A 'smooth rewind' animates the tween to its start position, skipping all elapsed loops (except in case of LoopType.Incremental) while keeping the animation fluent. Note that a tween that was smoothly rewinded will have its play direction flipped



DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS SMOOTH REWIND BY ID

Smoothly rewinds all tweens with the given ID (delays excluded) (meaning tweens that were not already rewinded). A 'smooth rewind' animates the tween to its start position, skipping all elapsed loops (except in case of LoopType.Incremental) while keeping the animation fluent. Note that a tween that was smoothly rewinded will have its play direction flipped

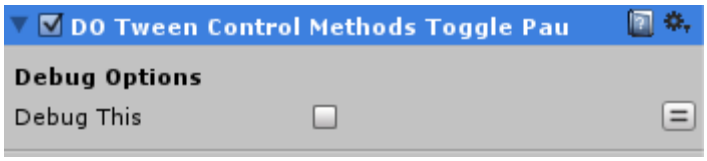


TweenId – Tween Id

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS TOGGLE PAUSE ALL

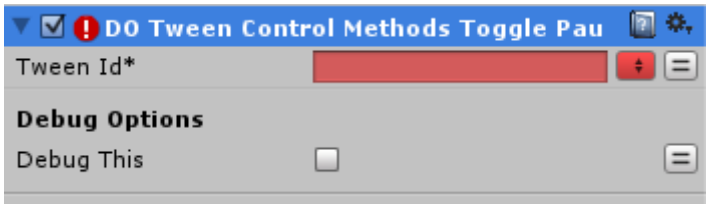
Toggles the play state of all tweens (meaning tweens that could be played or paused, depending on the toggle state)



DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN CONTROL METHODS TOGGLE PAUSE BY ID

Toggles the play state of all tweens with the given ID (meaning tweens that could be played or paused, depending on the toggle state)

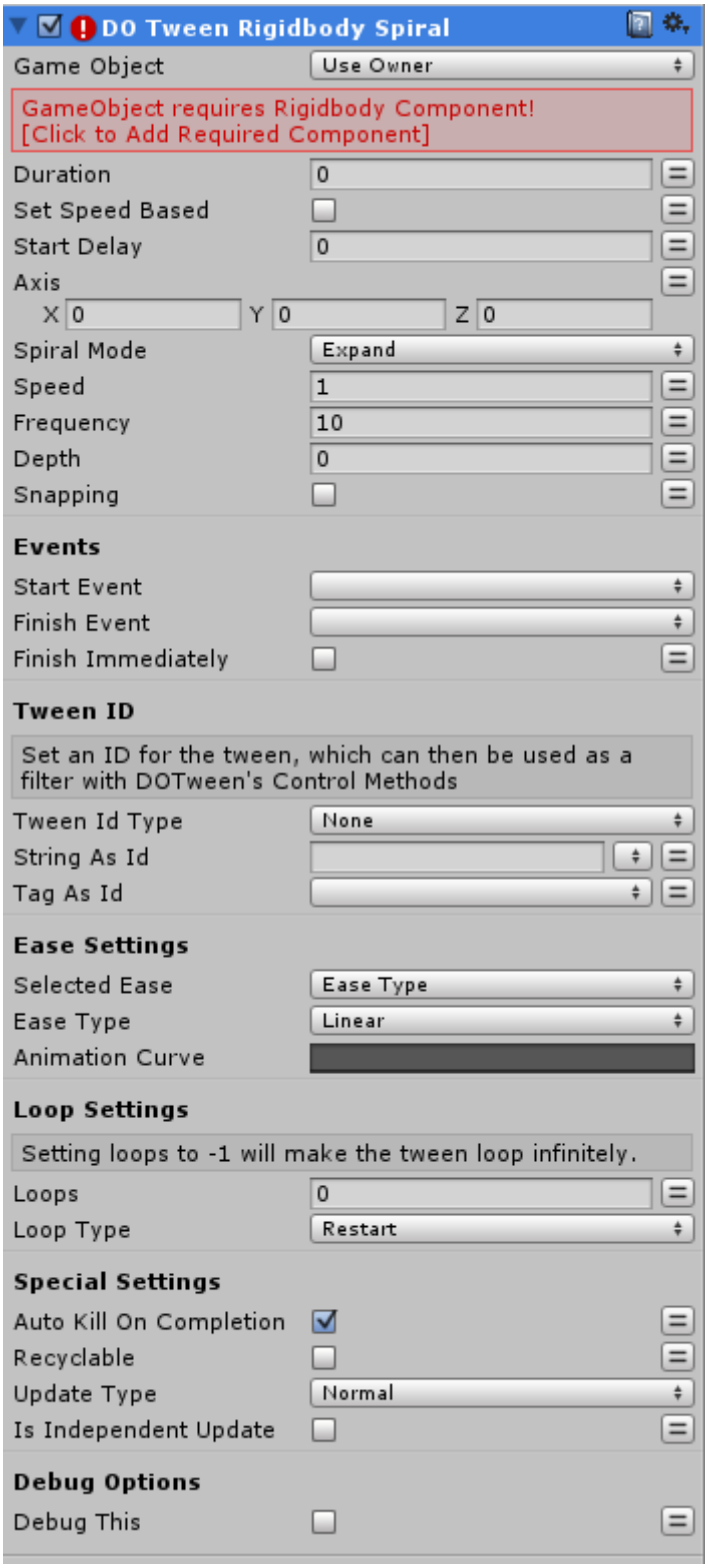


TweenId – Tween Id

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN RIGIDBODY SPIRAL

Tweens a Rigidbody's position in a spiral shape.



GameObject – reference to a gameObject with a RigidBody Component attached.
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween
Axis - The axis around which the spiral will rotate.
SpiralMode – The type of spiral movement.
Speed – Speed of the rotations.
Frequency – Frequency of the rotation. Lower values lead to wider spirals.
Depth – Indicates how much the tween should move along the spiral's axis.
Snapping – If TRUE the tween will smoothly snap all values to integers.

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

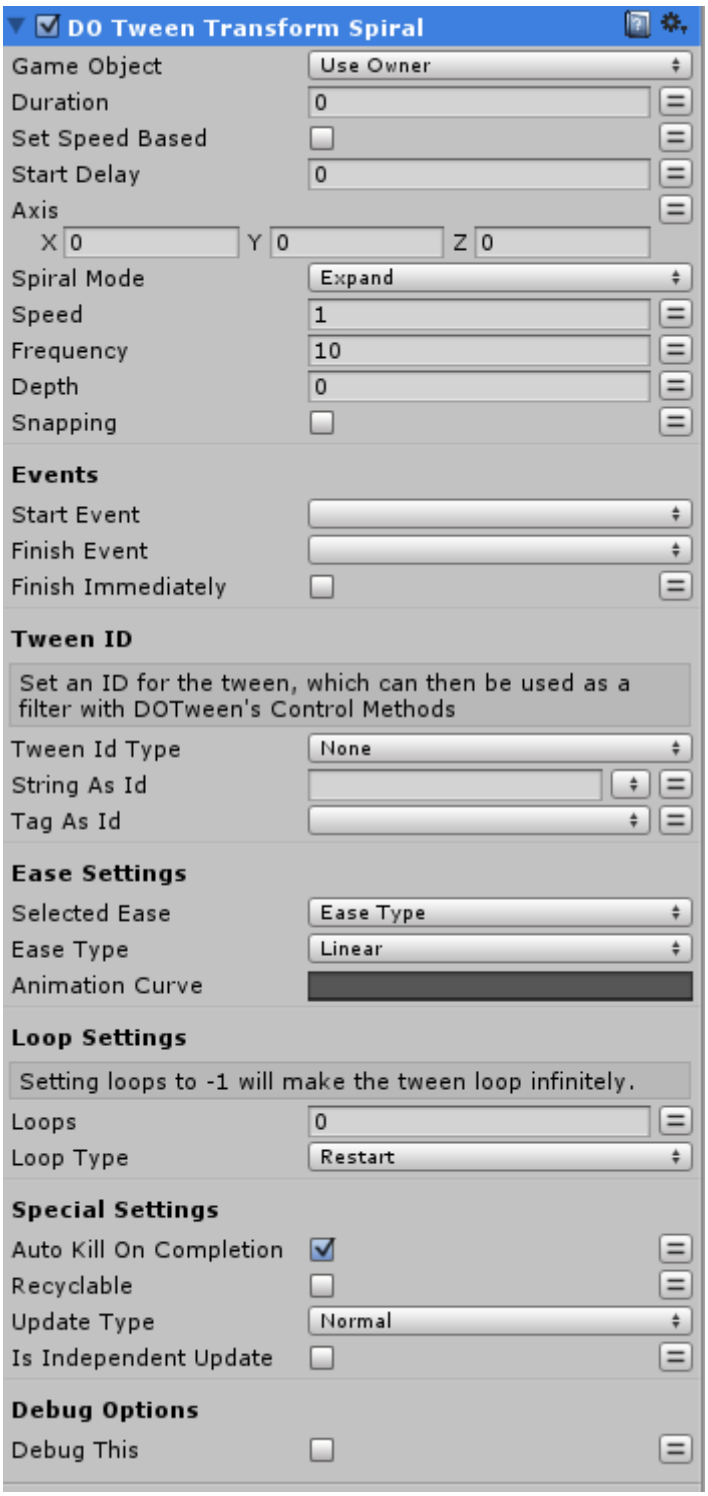
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TRANSFORM SPIRAL

Tweens a Transform's localPosition in a spiral shape.



GameObject – reference to a gameObject with a Transform Component attached.
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween
Axis - The axis around which the spiral will rotate.
SpiralMode – The type of spiral movement.
Speed – Speed of the rotations.
Frequency – Frequency of the rotation. Lower values lead to wider spirals.
Depth – Indicates how much the tween should move along the spiral's axis.
Snapping – If TRUE the tween will smoothly snap all values to integers.

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

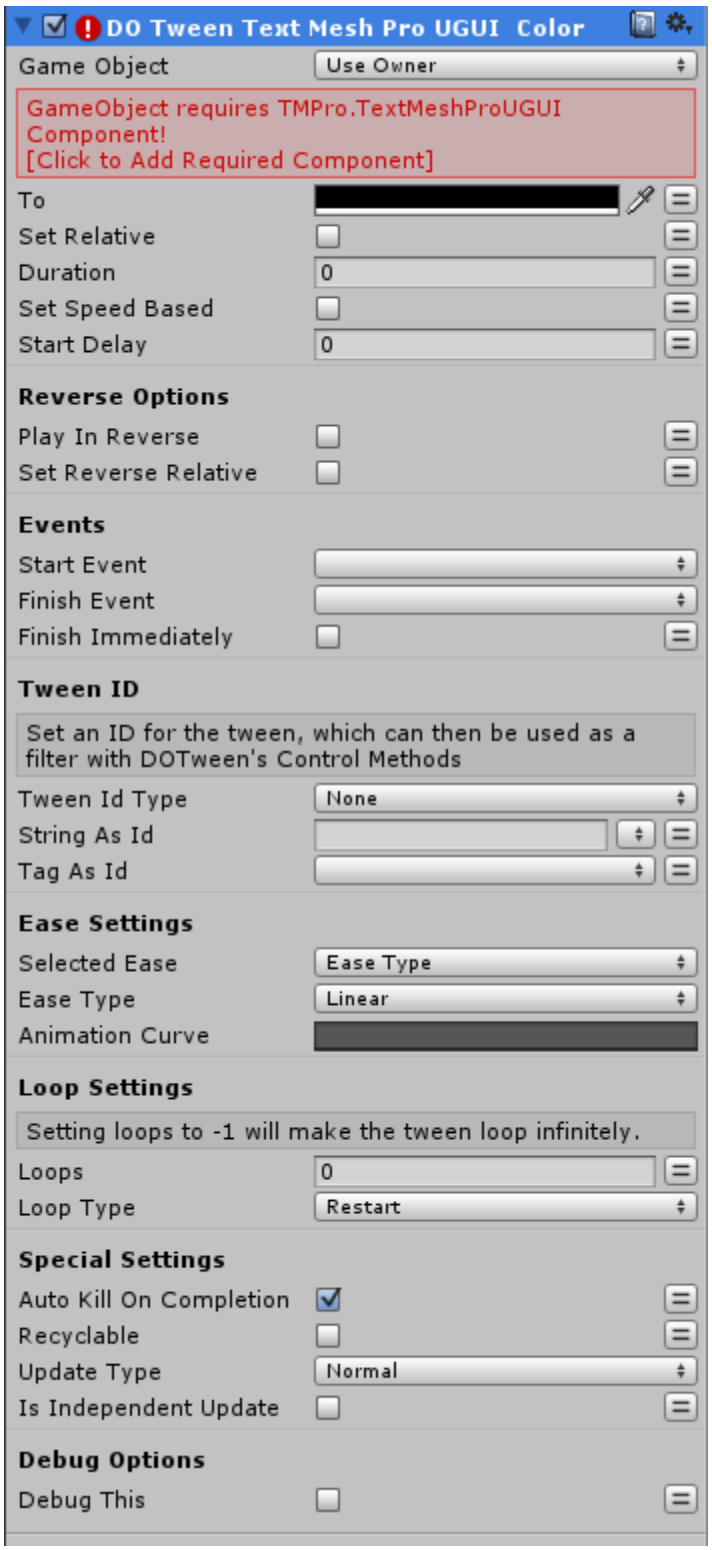
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT MESH PRO UGUI COLOR

Tweens a TextMeshProUGUI's color to the given value.



GameObject – reference to a gameObject with a TextMeshProUGUI Component attached.
To – The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

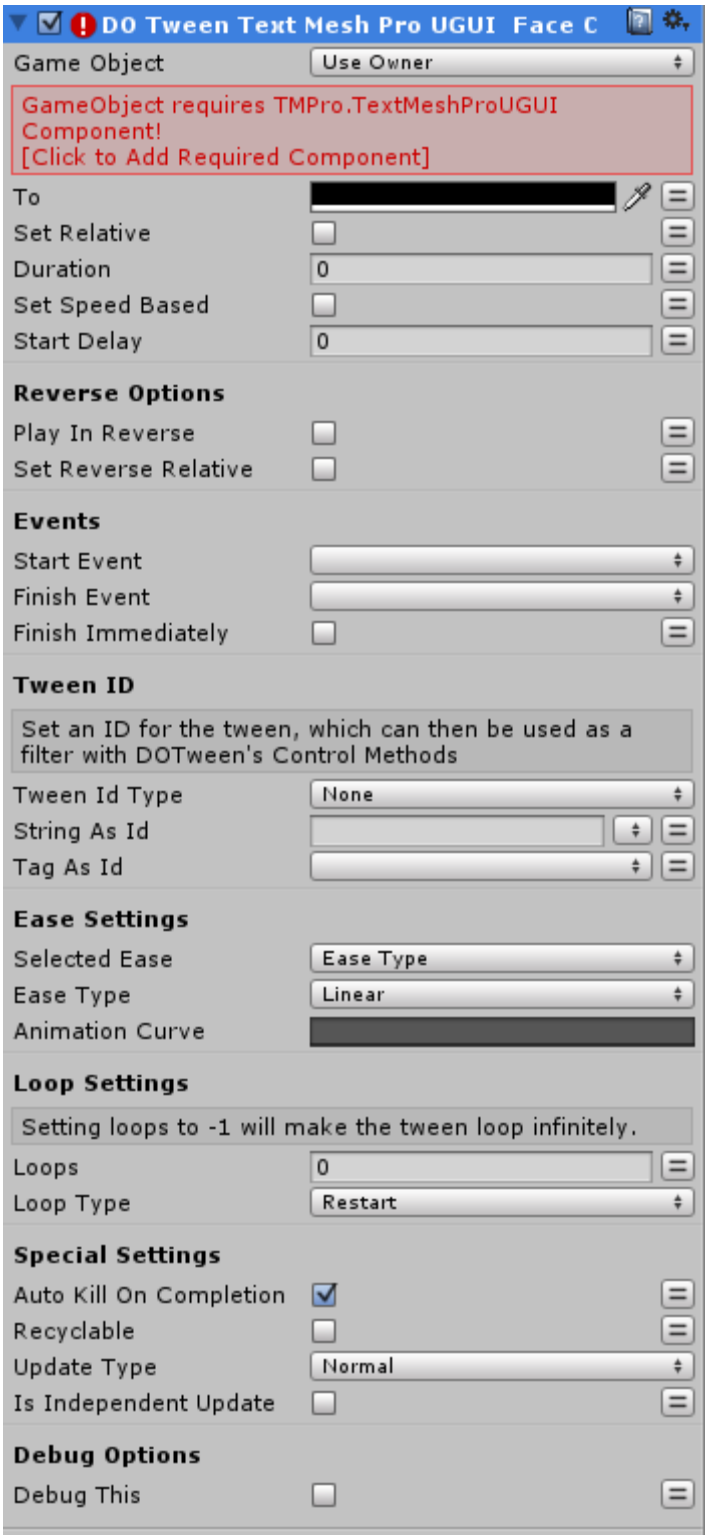
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT MESH PRO UGUI FACE COLOR

Tweens a TextMeshProUGUI's faceColor to the given value.



GameObject – reference to a gameObject with a TextMeshProUGUI Component attached.
To – The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

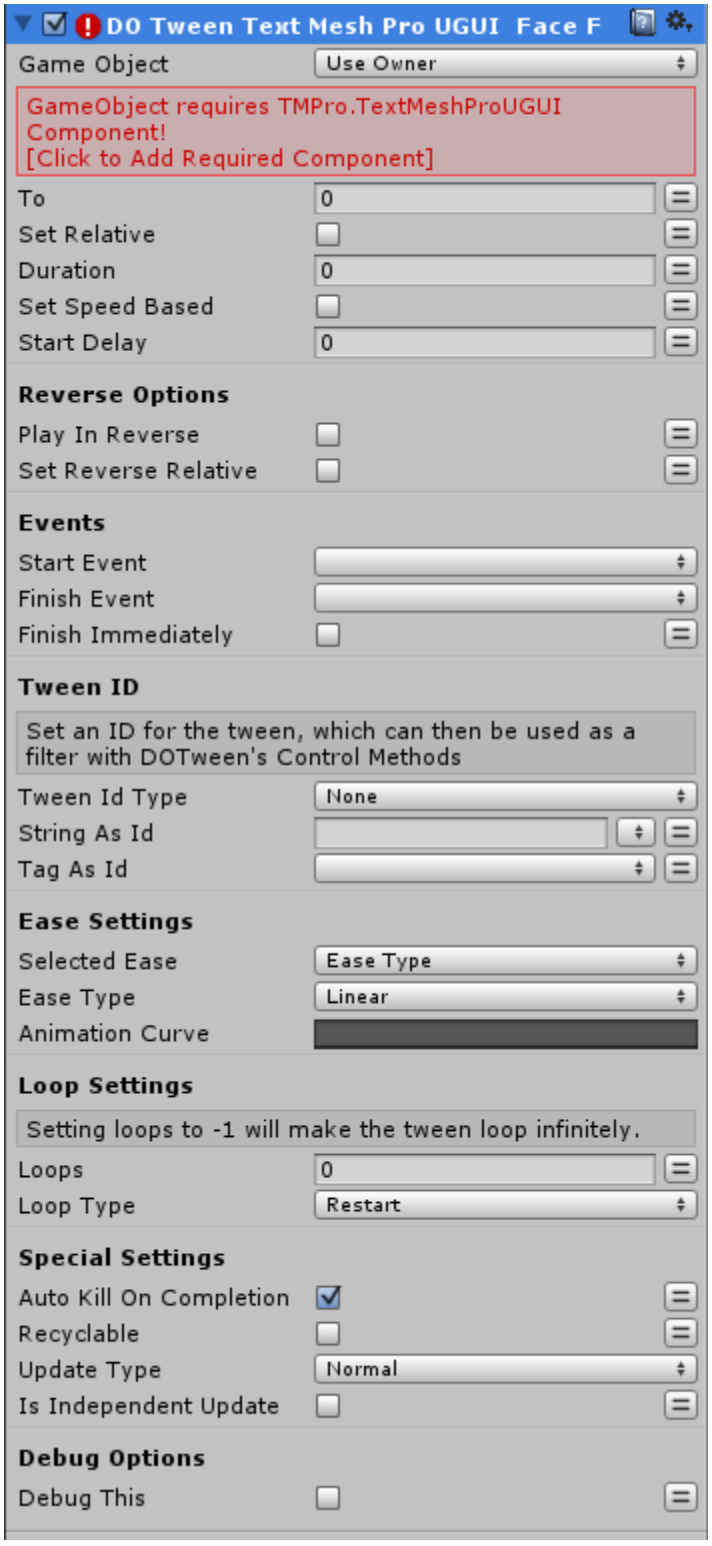
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT MESH PRO UGUI FACE FADE

Tweens a TextMeshProUGUI faceColor's alpha to the given value.



GameObject – reference to a gameObject with a TextMeshProUGUI Component attached.
To – The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

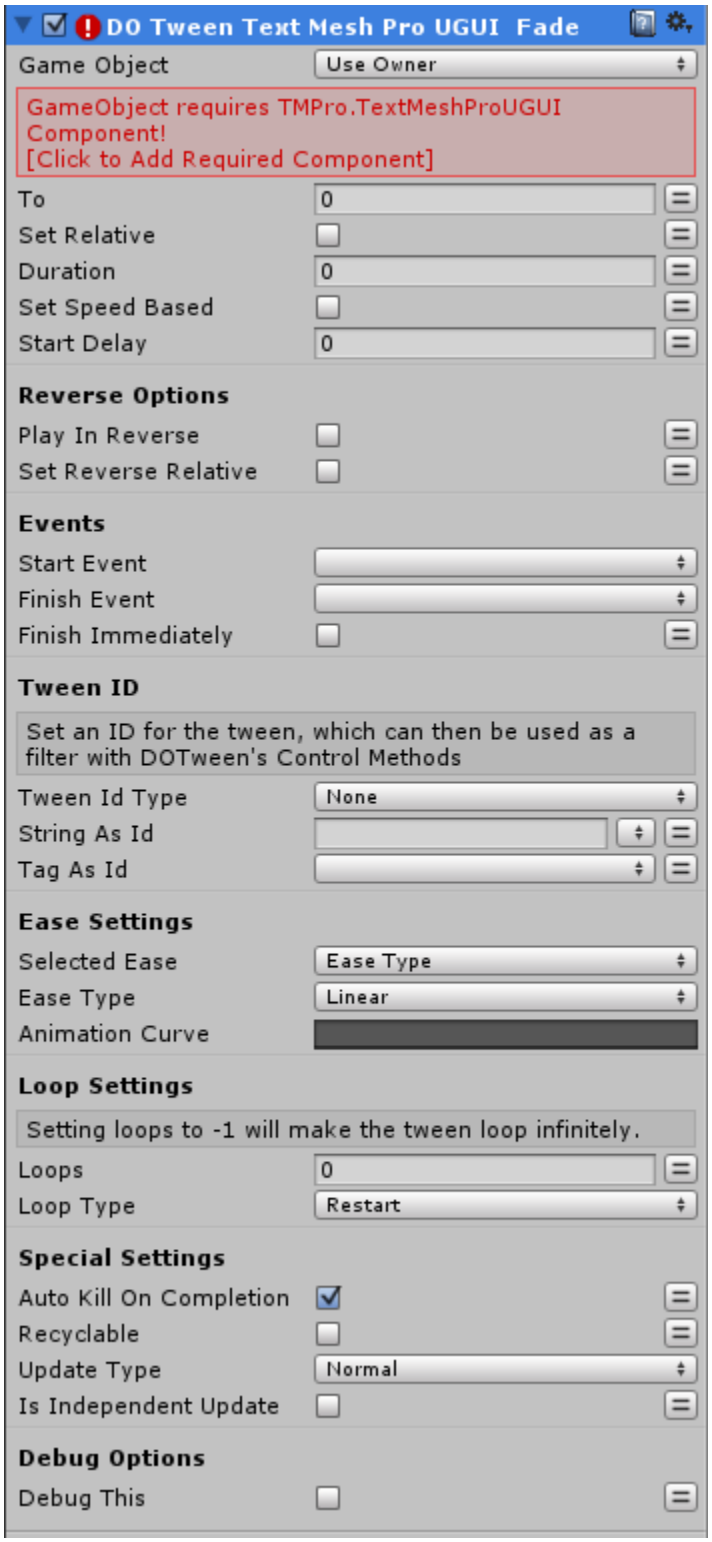
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT MESH PRO UGUI FADE

Tweens a TextMeshProUGUI's alpha color to the given value.



GameObject – reference to a gameObject with a TextMeshProUGUI Component attached.
To – The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

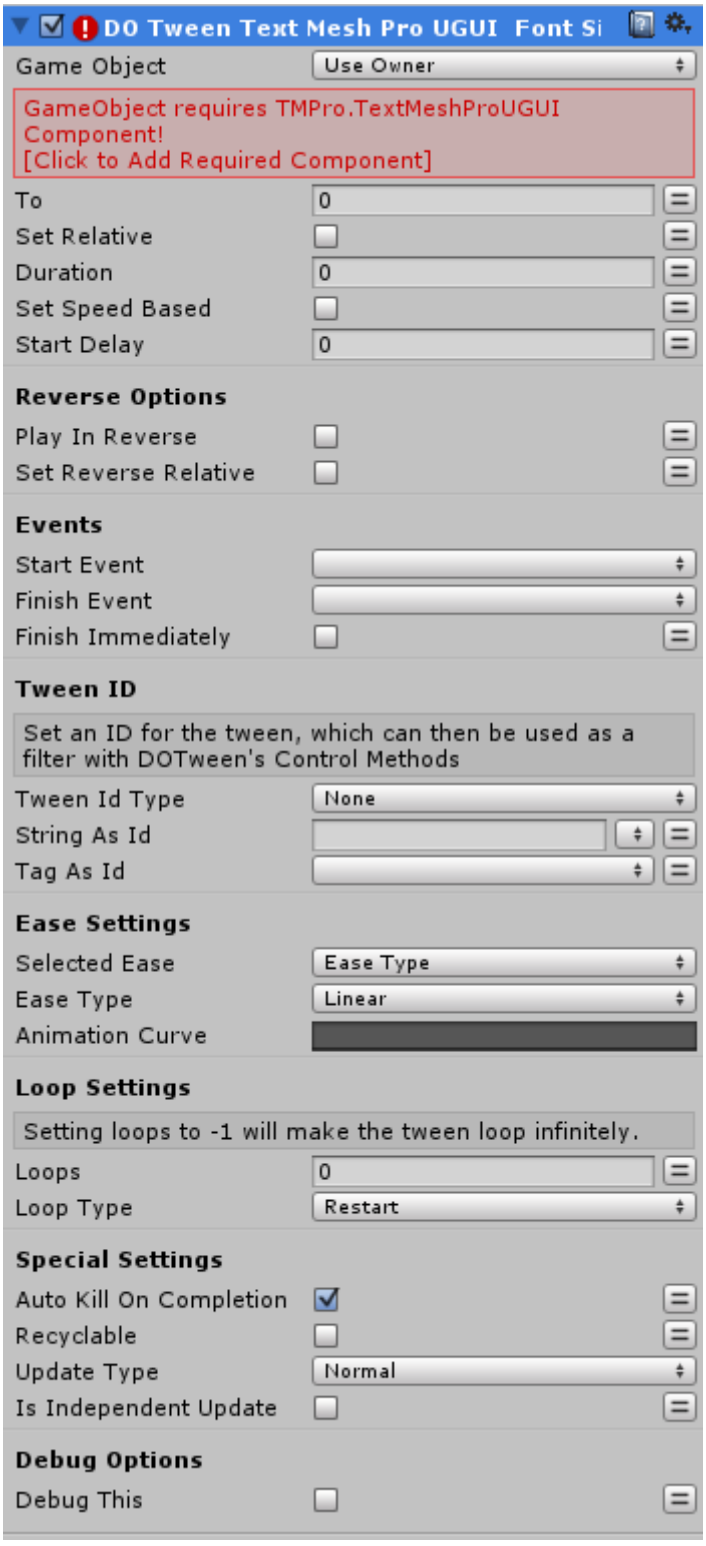
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT MESH PRO UGUI FONT SIZE

Tweens a TextMeshProUGUI's fontSize to the given value.



GameObject – reference to a gameObject with a TextMeshProUGUI Component attached.
To – The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween end
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

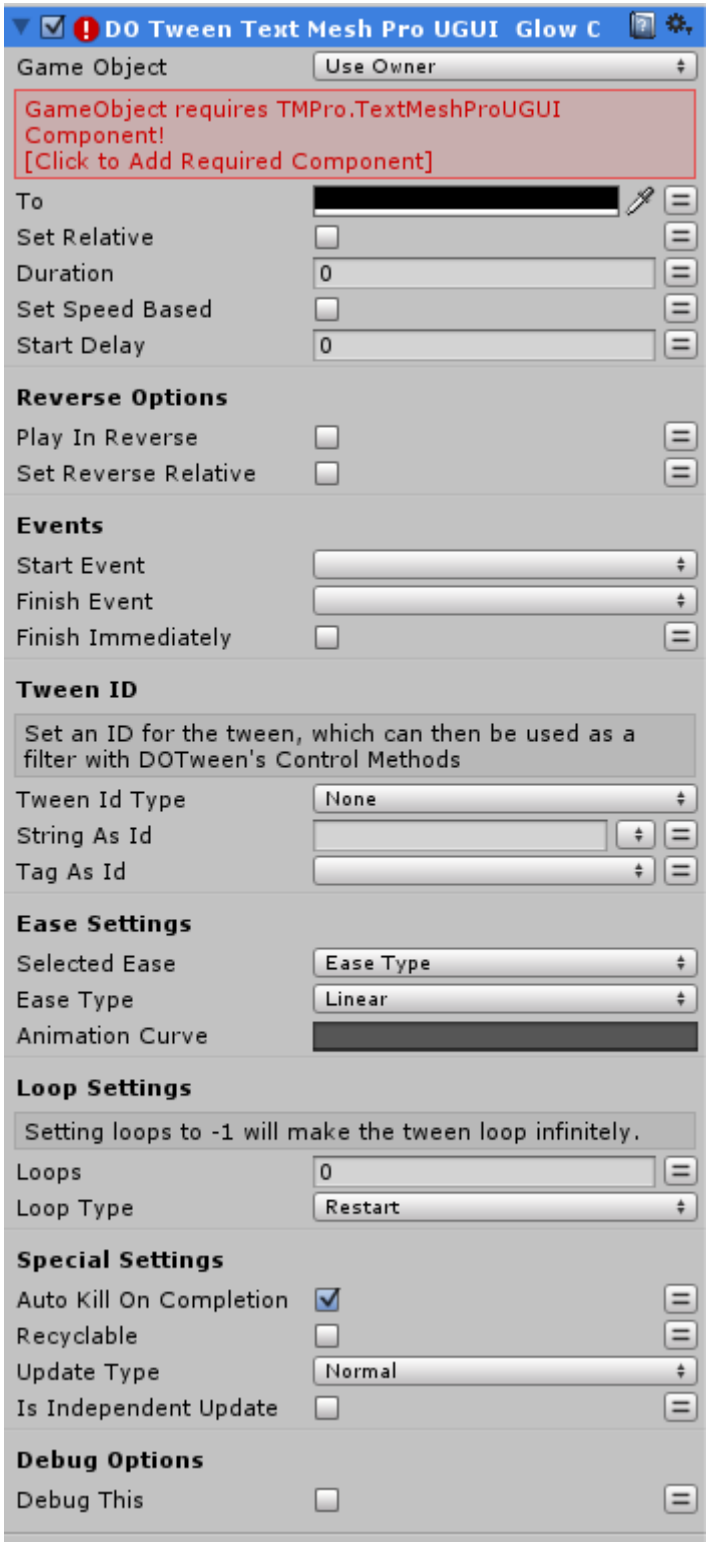
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT MESH PRO UGUI GLOW COLOR

Tweens a TextMeshProUGUI's glowColor to the given value.



GameObject – reference to a gameObject with a TextMeshProUGUI Component attached.
To – The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

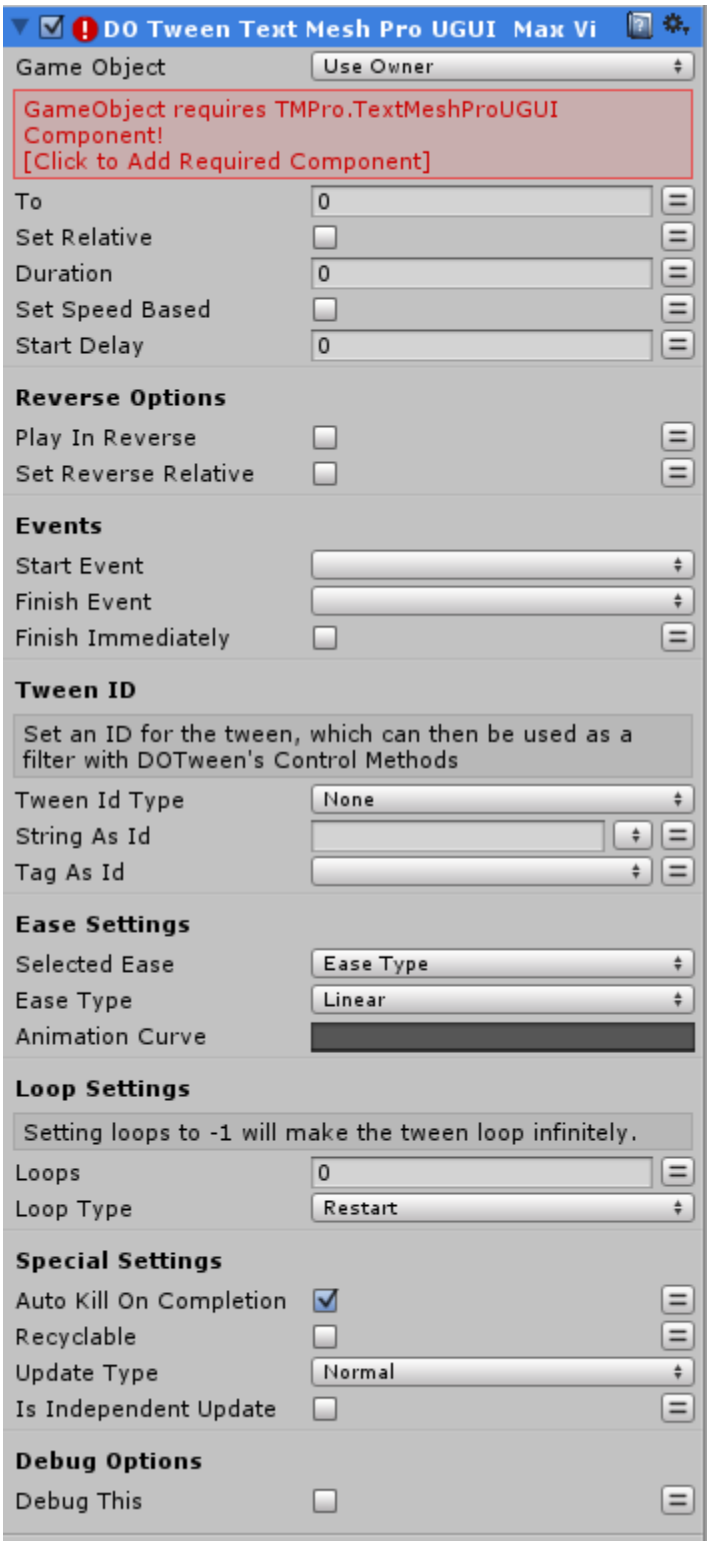
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT MESH PRO UGUI MAX VISIBLE CHARACTERS

Changes the target's maxVisibleCharacters to the given value. NOTE: if you didn't set the maxVisibleCharacters property before starting the tween, TextMesh Pro will automatically set the starting value to 0 (because the property is activated only the first time it's used).



GameObject – reference to a gameObject with a TextMeshProUGUI Component attached.
To – The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

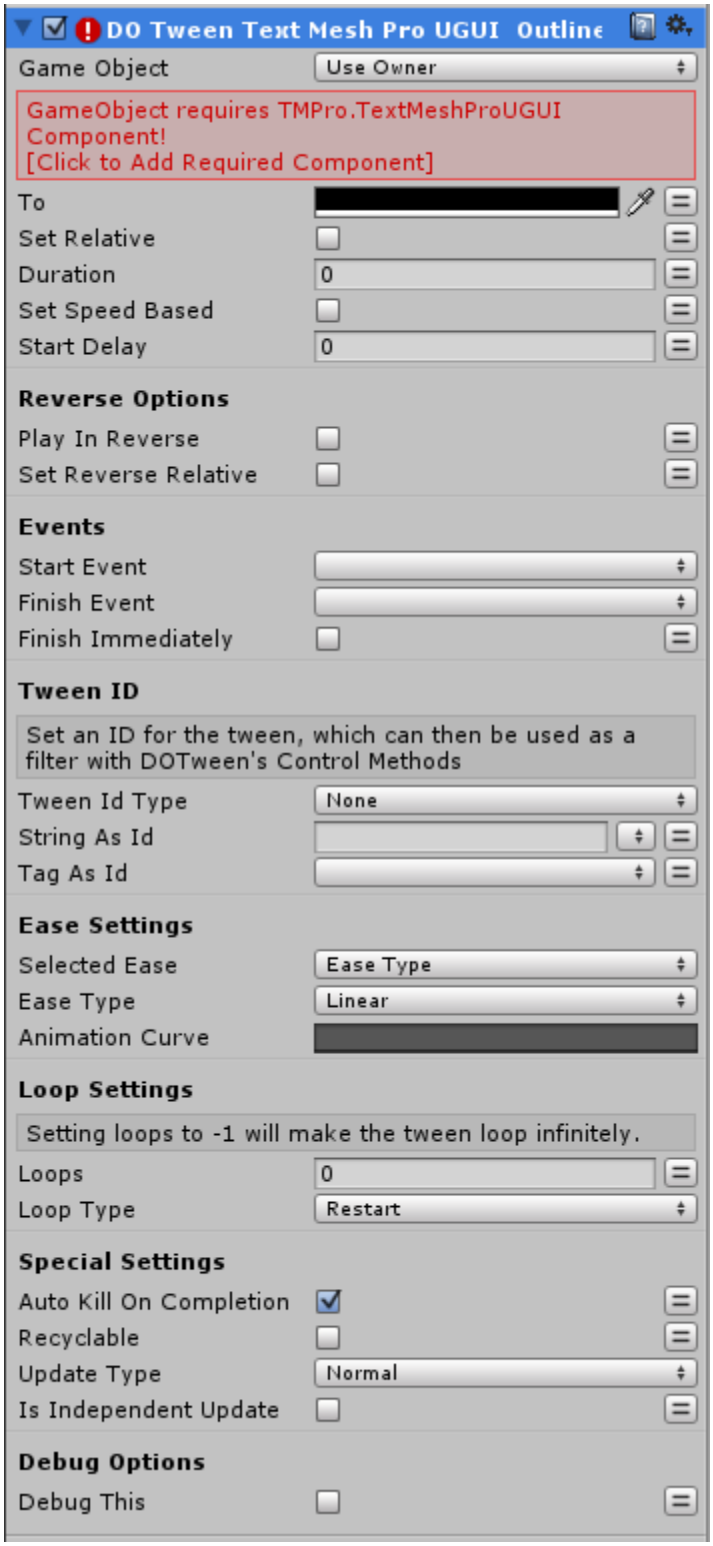
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT MESH PRO UGUI OUTLINE COLOR

Tweens a TextMeshProUGUI's outlineColor to the given value.



GameObject – reference to a gameObject with a TextMeshProUGUI Component attached.
To – The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

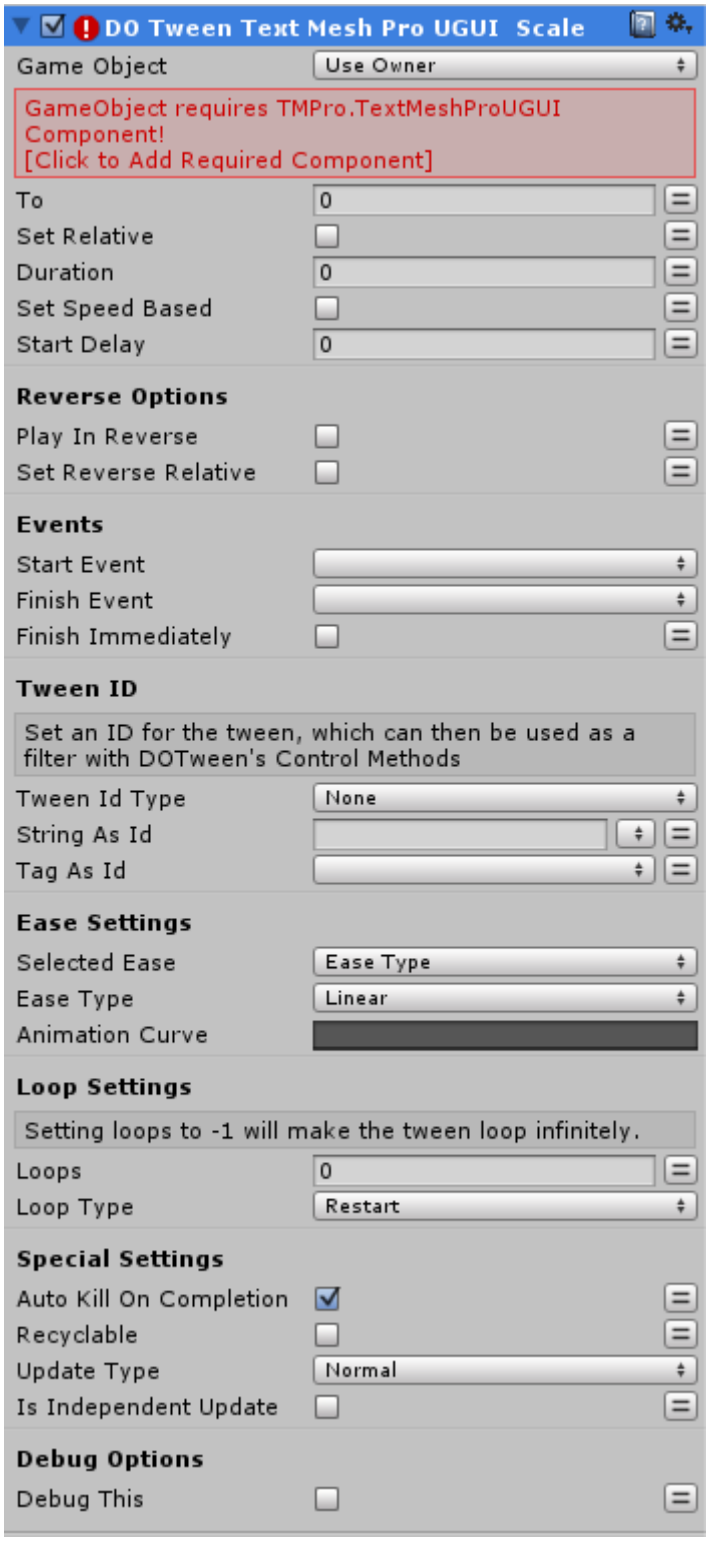
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT MESH PRO UGUI SCALE

Tweens a TextMeshProUGUI's scale to the given value (using correct uniform scale as TMP requires).



GameObject – reference to a gameObject with a TextMeshProUGUI Component attached.
To – The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

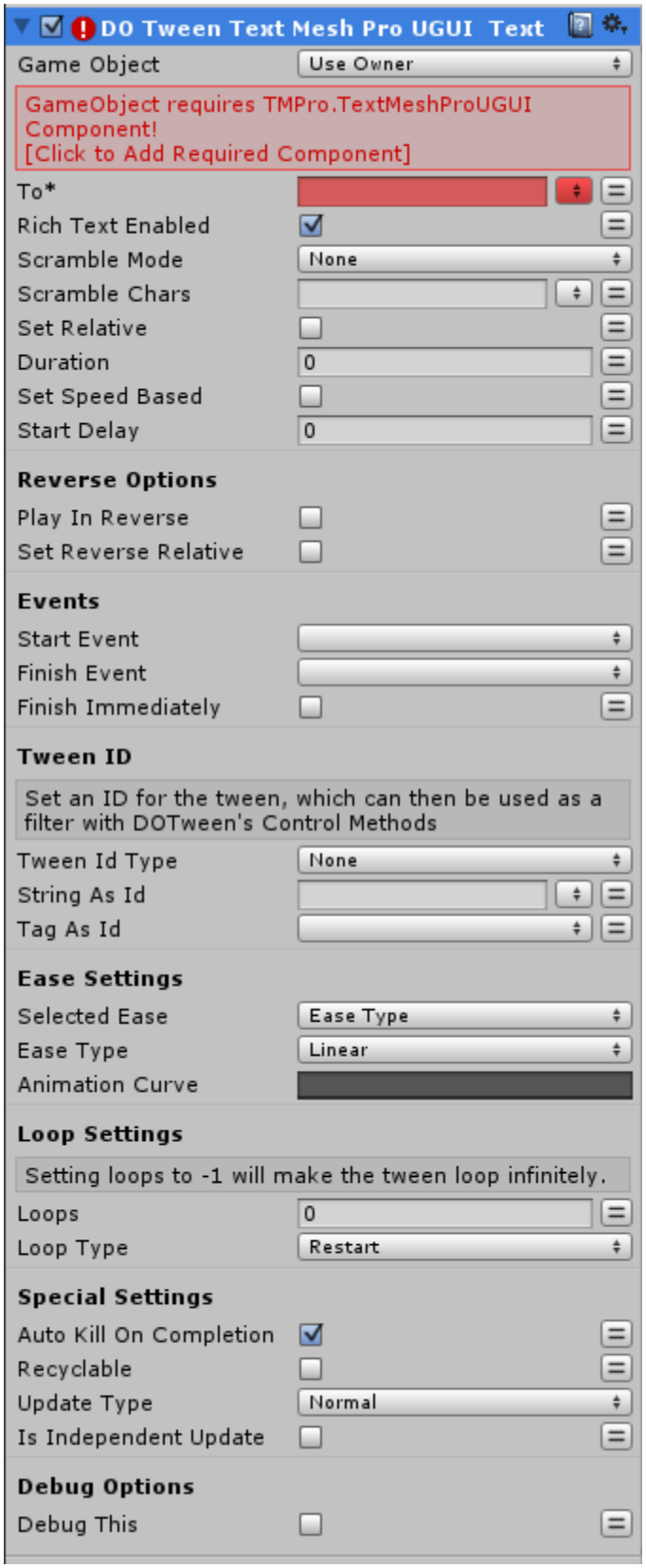
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT MESH PRO UGUI TEXT

Tweens the target's text to the given value.



GameObject – reference to a gameObject with a TextMeshProUGUI Component attached.
To – The end value to reach
RichTextEnable – If TRUE (default), rich text will be interpreted correctly while animated, otherwise all tags will be considered as normal text
ScrambleMode – The type of scramble mode to use, if any. If different than ScrambleMode.None the string will appear from a random animation of characters, otherwise it will compose itself regularly. None(default): no scrambling will be applied. All / Uppercase / Lowercase / Numerals: type of characters to be used while scrambling. Custom: will use the custom characters in scrambleChars.
ScrambleChars – A string containing the characters to use for custom scrambling. Use as many characters as possible (minimum 10) because DOTween uses a fast scramble mode which gives better results with more characters.
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

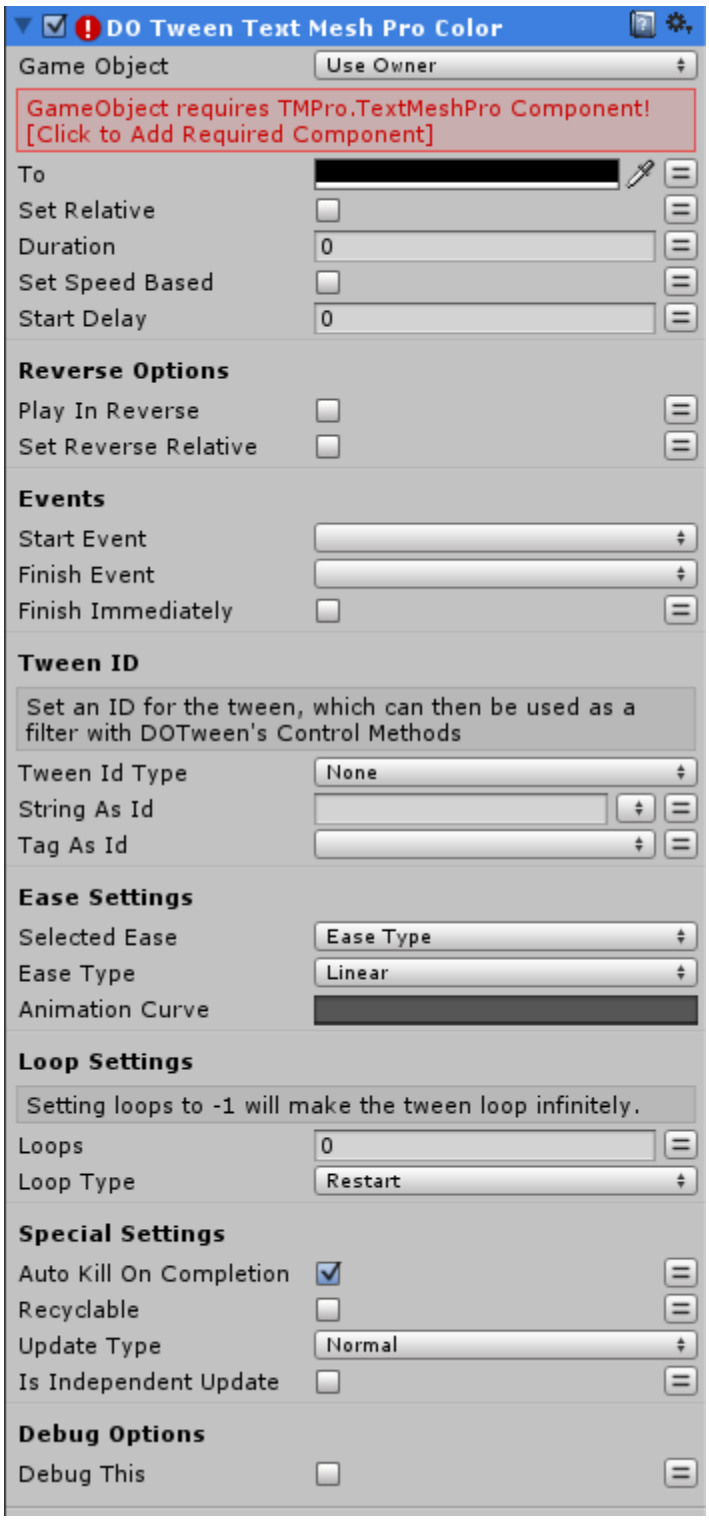
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT MESH PRO COLOR

Tweens a TextMeshPro's color to the given value.



GameObject – reference to a gameObject with a TextMeshPro Component attached.
To – The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

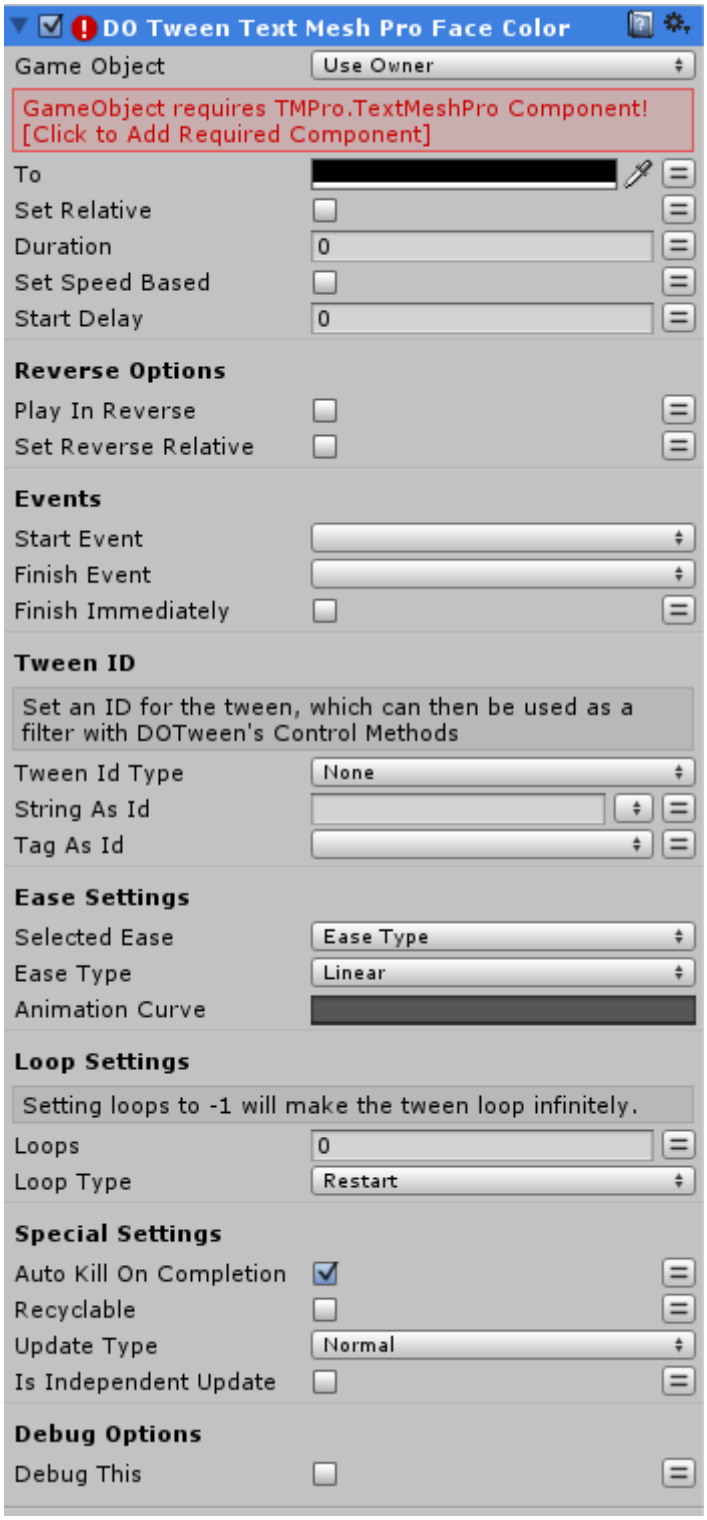
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT MESH PRO FACE COLOR

Tweens a TextMeshPro's faceColor to the given value.



GameObject – reference to a gameObject with a TextMeshPro Component attached.
To – The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

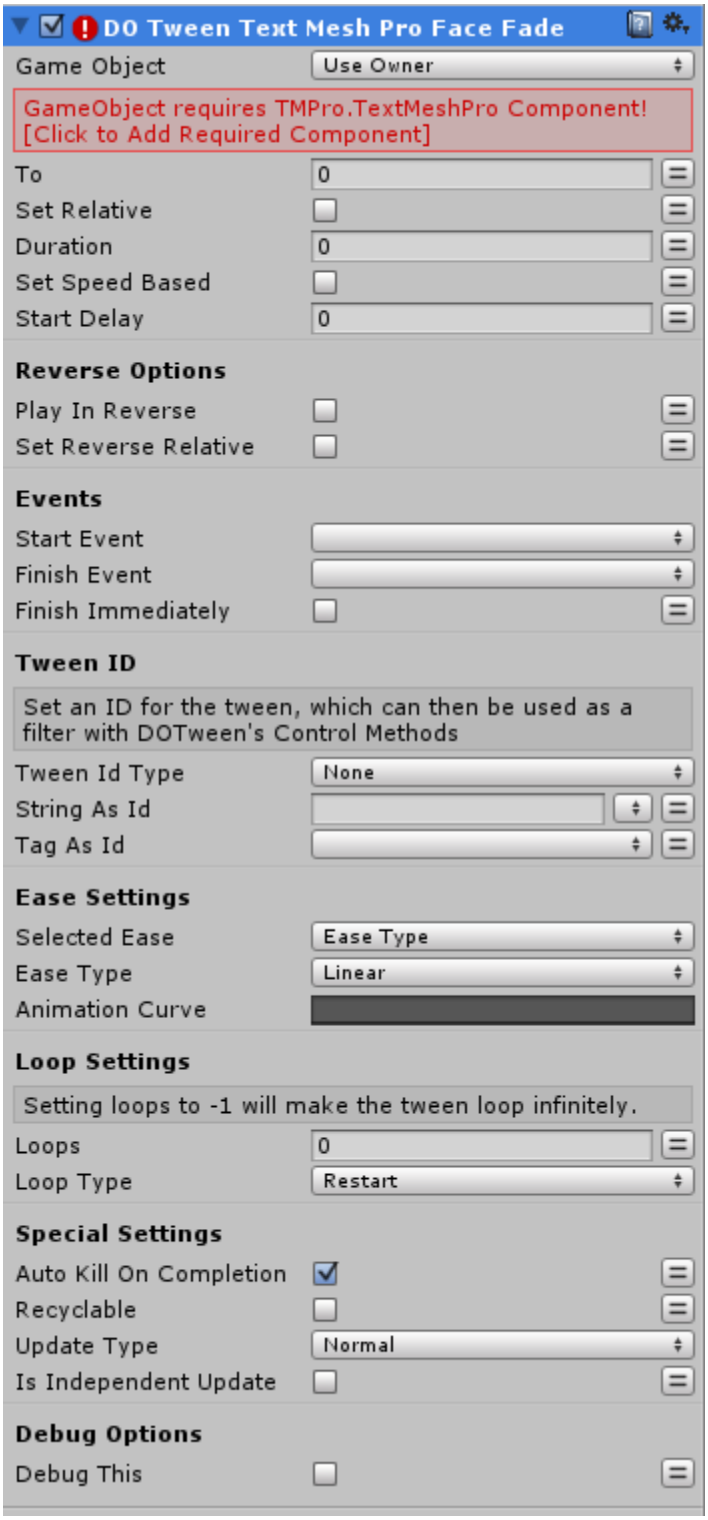
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT MESH PRO FACE FADE

Tweens a TextMeshPro faceColor's alpha to the given value.



GameObject – reference to a gameObject with a TextMeshPro Component attached.
To – The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

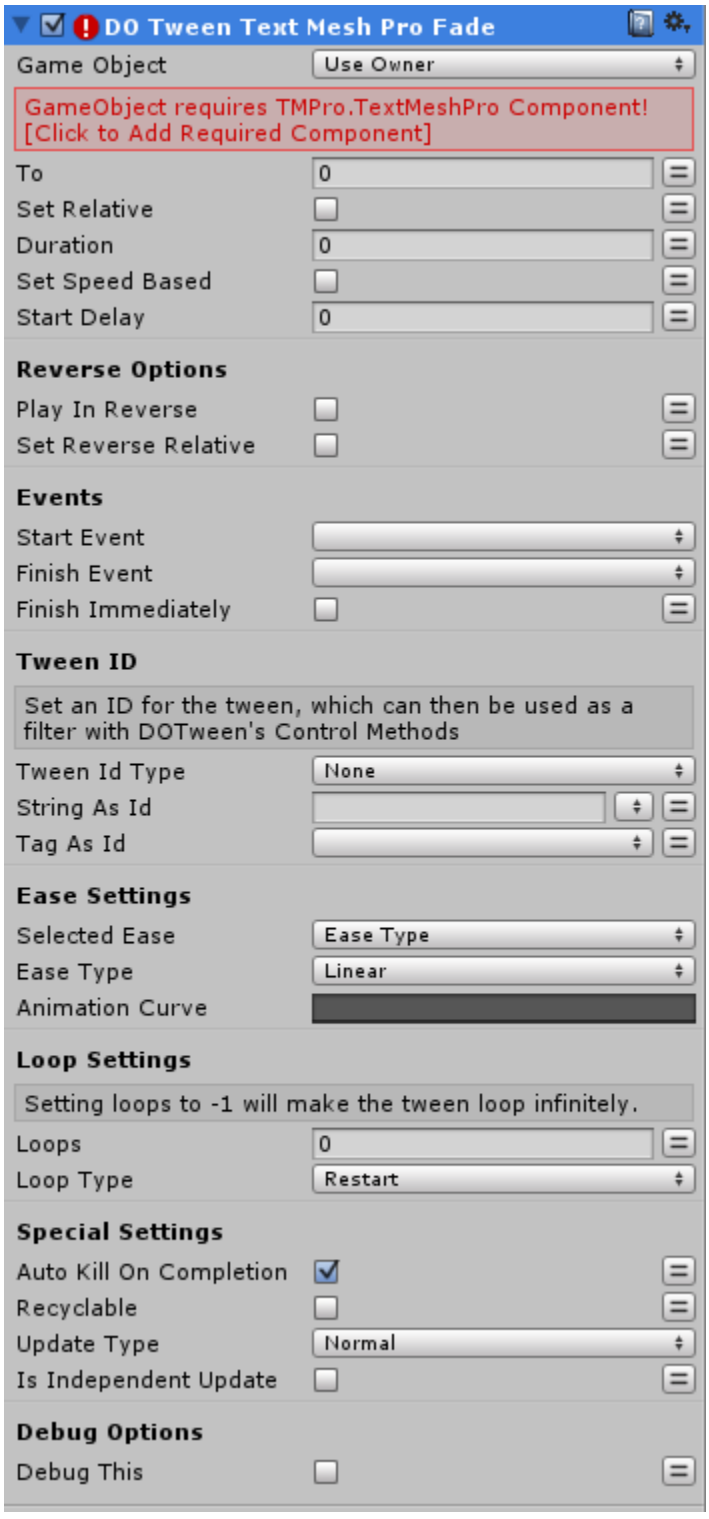
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT MESH PRO FADE

Tweens a TextMeshPro's alpha color to the given value.



GameObject – reference to a gameObject with a TextMeshPro Component attached.
To – The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween end
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

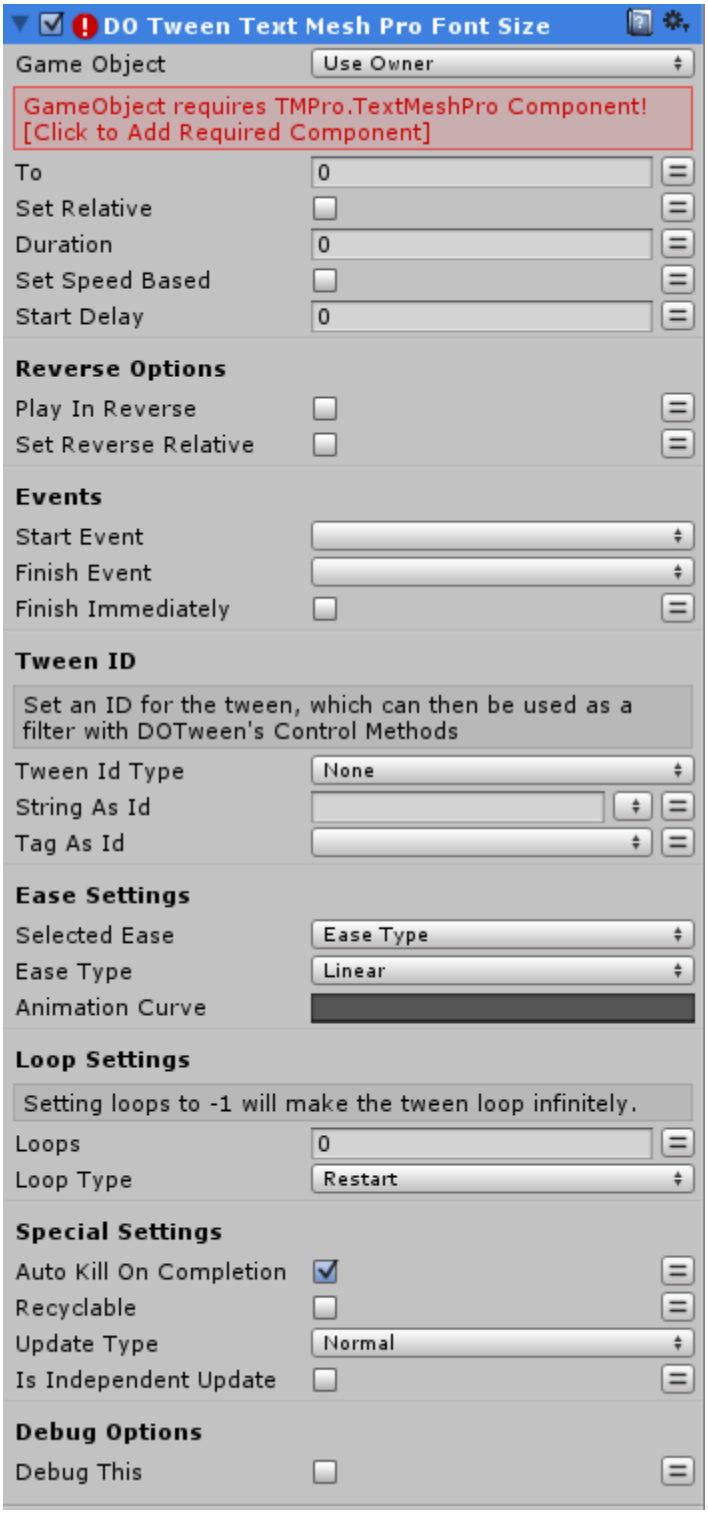
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT MESH PRO FONT SIZE

Tweens a TextMeshPro's fontSize to the given value.



GameObject – reference to a gameObject with a TextMeshPro Component attached.
To – The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

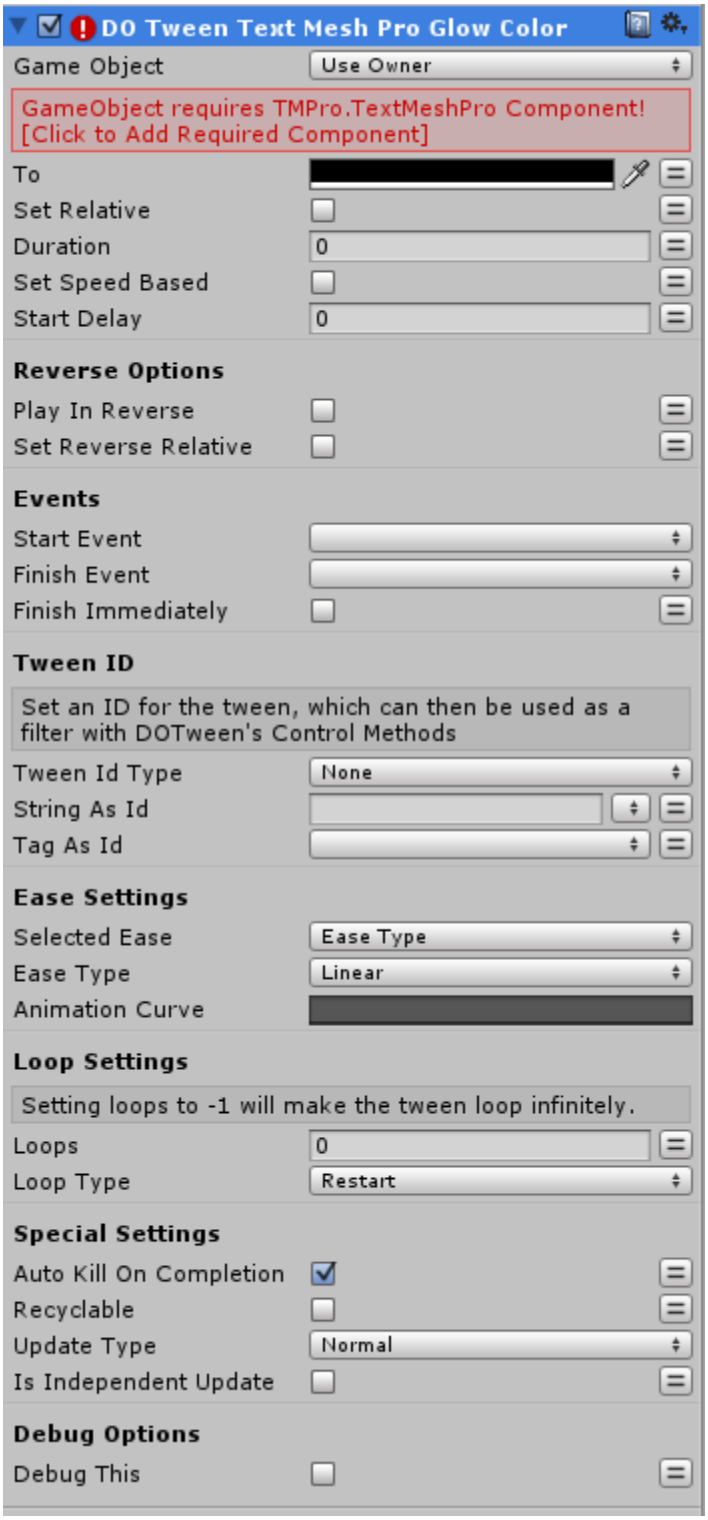
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT MESH PRO GLOW COLOR

Tweens a TextMeshPro's glowColor to the given value.



GameObject – reference to a gameObject with a TextMeshPro Component attached.
To – The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

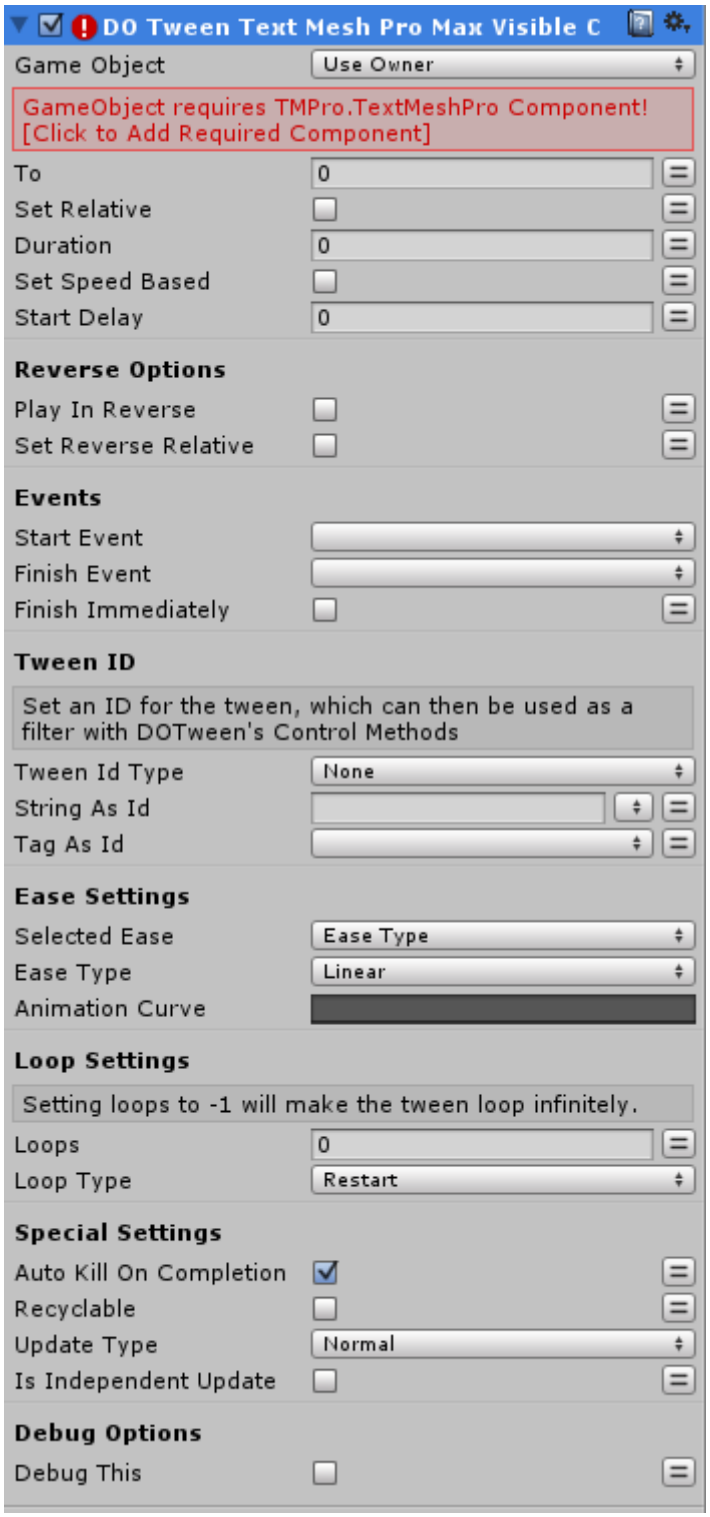
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT MESH PRO MAX VISIBLE CHARACTERS

Changes the target's maxVisibleCharacters to the given value. NOTE: if you didn't set the maxVisibleCharacters property before starting the tween, TextMesh Pro will automatically set the starting value to 0 (because the property is activated only the first time it's used).



GameObject – reference to a gameObject with a TextMeshPro Component attached.
To – The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween end
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

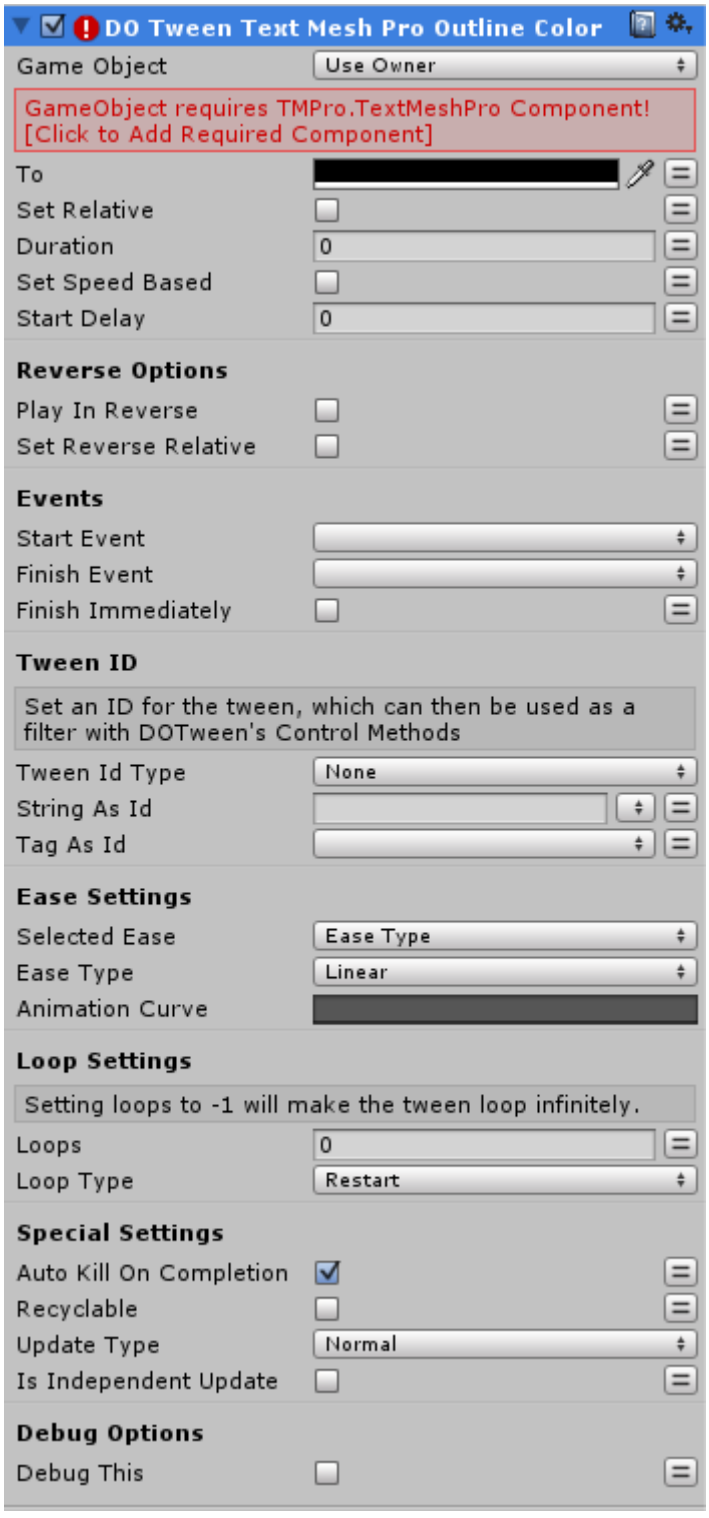
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT MESH PRO OUTLINE COLOR

Tweens a TextMeshPro's outlineColor to the given value.



GameObject – reference to a gameObject with a TextMeshPro Component attached.
To – The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

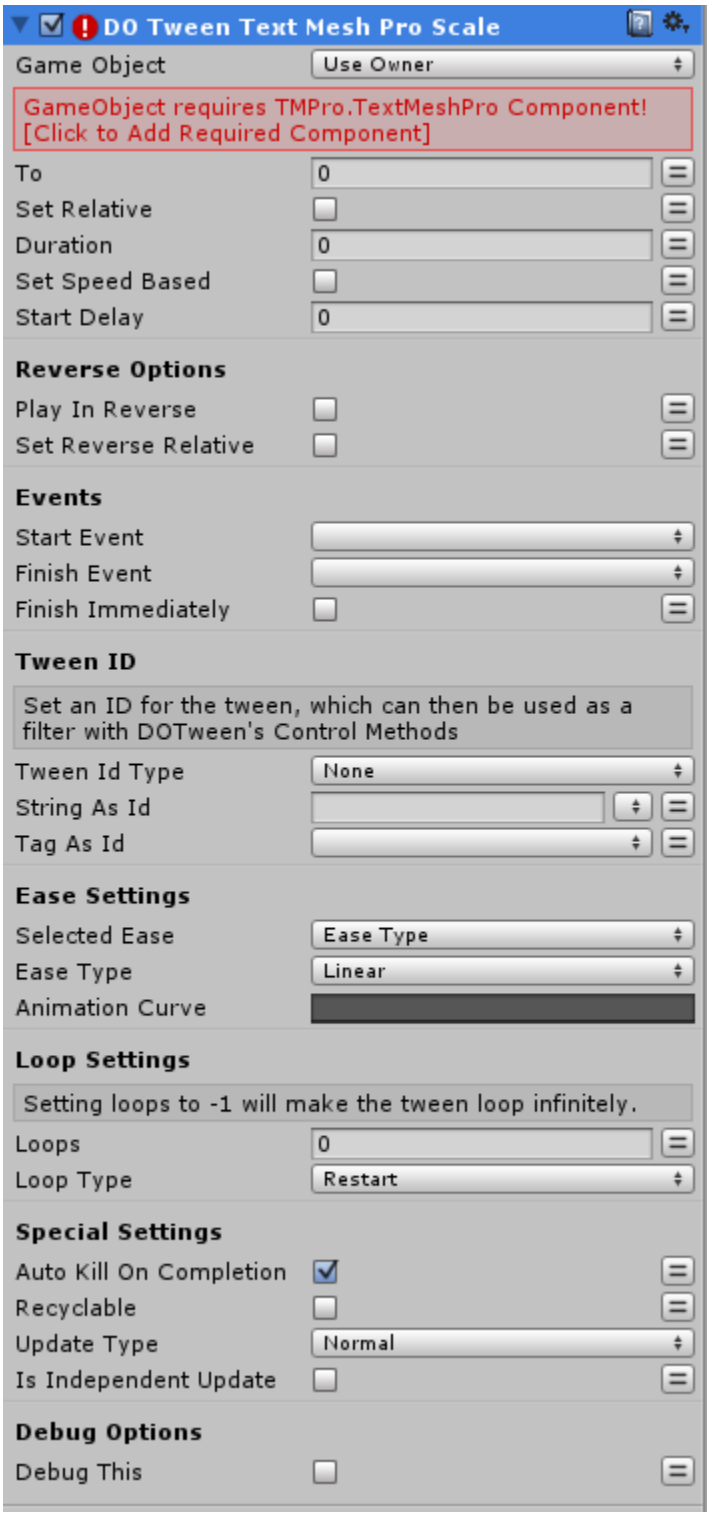
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT MESH PRO SCALE

Tweens a TextMeshPro's scale to the given value (using correct uniform scale as TMP requires).



GameObject – reference to a gameObject with a TextMeshPro Component attached.
To – The end value to reach
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

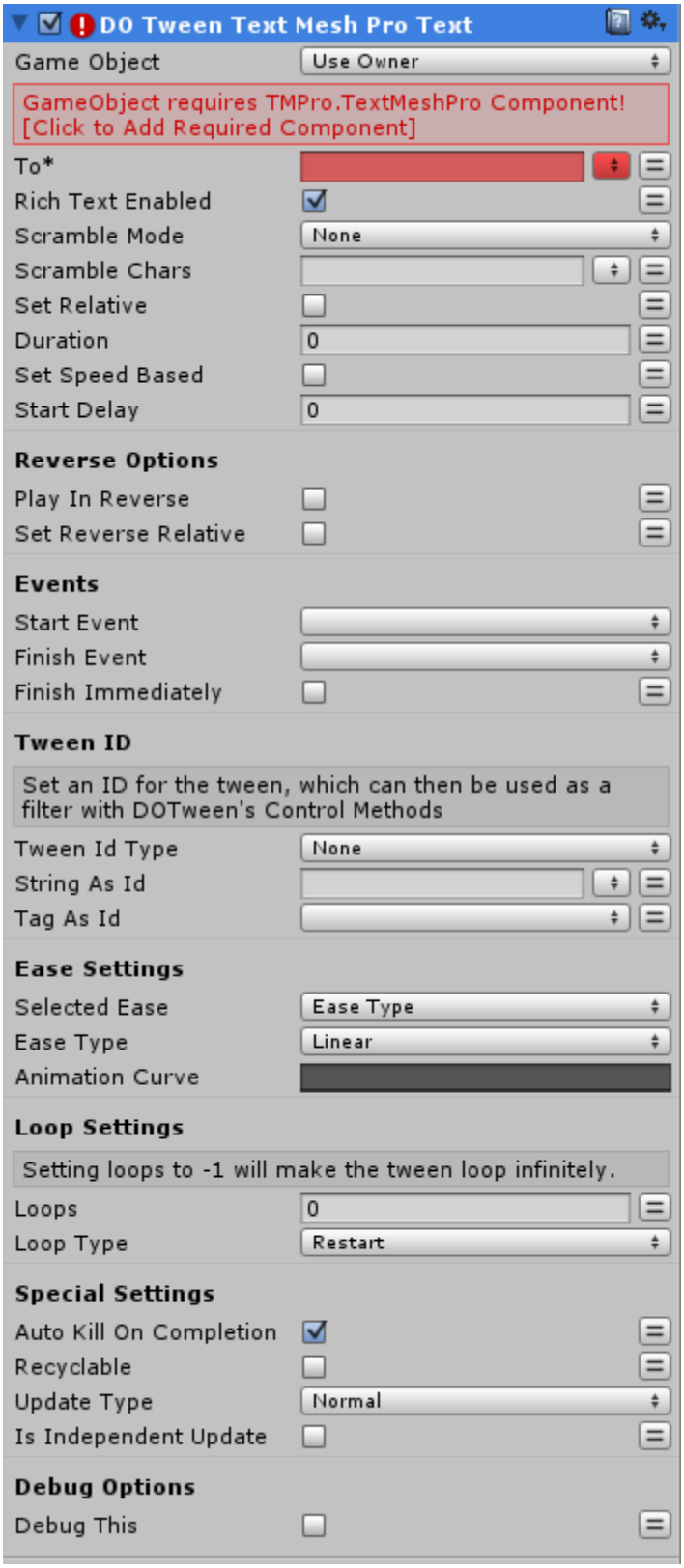
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

DOTWEEN TEXT MESH PRO TEXT

Tweens the target's text to the given value.



GameObject – reference to a gameObject with a TextMeshPro Component attached.
To – The end value to reach
RichTextEnable – If TRUE (default), rich text will be interpreted correctly while animated, otherwise all tags will be considered as normal text
ScrambleMode – The type of scramble mode to use, if any. If different than ScrambleMode.None the string will appear from a random animation of characters, otherwise it will compose itself regularly. None(default): no scrambling will be applied. All / Uppercase / Lowercase / Numerals: type of characters to be used while scrambling. Custom: will use the custom characters in scrambleChars.
ScrambleChars – A string containing the characters to use for custom scrambling. Use as many characters as possible (minimum 10) because DOTween uses a fast scramble mode which gives better results with more characters.
SetRelative – If setRelative is TRUE sets the tween as relative (the endValue will be calculated as startValue + endValue instead of being used directly). In case of Sequences, sets all the nested tweens as relative. IMPORTANT: Has no effect on Reverse Options, since in that case you directly choose if the tween isRelative or not in the settings below
Duration – The duration of the tween
SetSpeedBased – If isSpeedBased is TRUE sets the tween as speed based (the duration will represent the number of units/degrees the tween moves x second). NOTE: if you want your speed to be constant, also set the ease to Ease.Linear.
StartDelay – Set a delayed startup for the tween

REVERSE OPTIONS
PlayInReverse – Changes a TO tween into a FROM tween: sets the current target's startValue as the tween's endValue then immediately sends the target to the previously set endValue.
SetReverseRelative – If TRUE the FROM value will be calculated as relative to the current one

EVENTS
StartEvent – Playmaker Event to trigger when the tween starts
FinishEvent – Playmaker Event to trigger when the tween ends
FinishImmediately – If TRUE this action will finish immediately, if FALSE it will finish when the tween is complete.

TWEEN ID
TweenIdType – Select the source for the tween ID
StringAsId – Use a String as the tween ID
TagAsId – Use a Tag as the tween ID

EASE SETTINGS
SelectedEase – Select the source for the ease (ease type or animation curve)
EaseType – Sets the ease of the tween. If applied to a Sequence instead of a Tweener, the ease will be applied to the whole Sequence as if it was a single animated timeline.Sequences always have Ease.Linear by default, independently of the global default ease settings.
AnimationCurve – Set custom animation curve for the tween

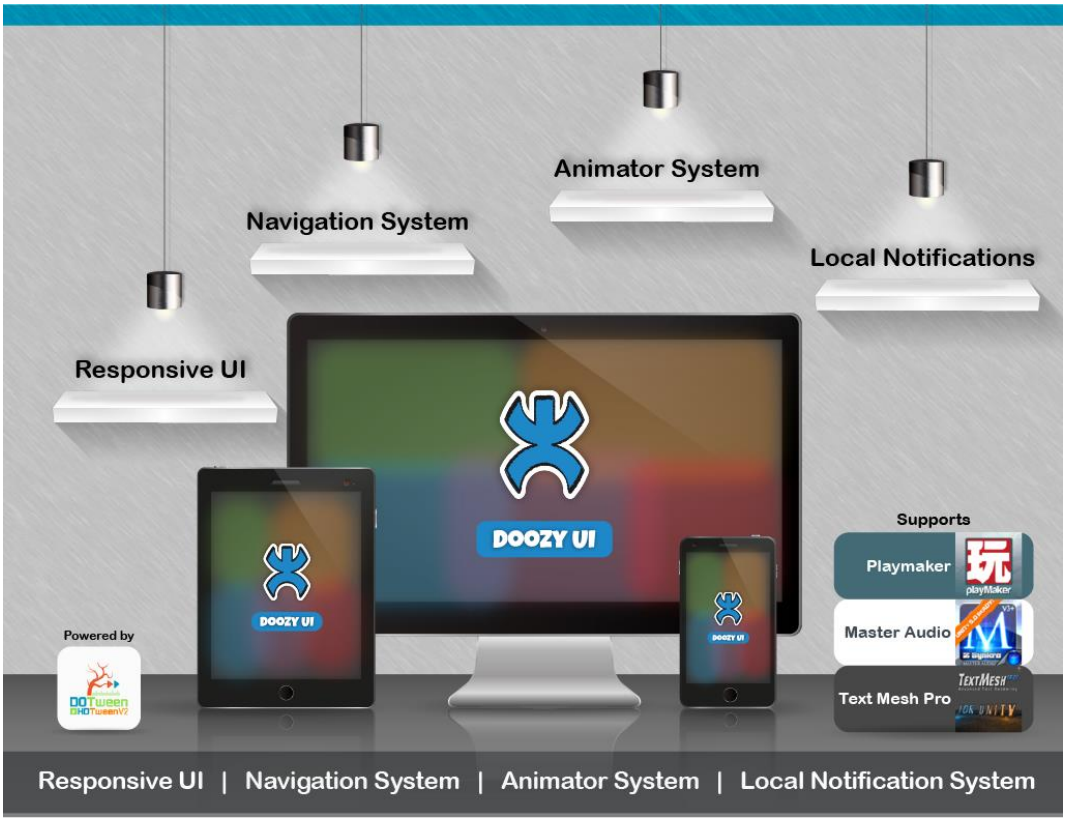
LOOP SETTINGS
Loops – Number of loops. Setting loops to -1 will make the tween loop infinitely.
LoopType – Sets the looping options (Restart, Yoyo, Incremental) for the tween.

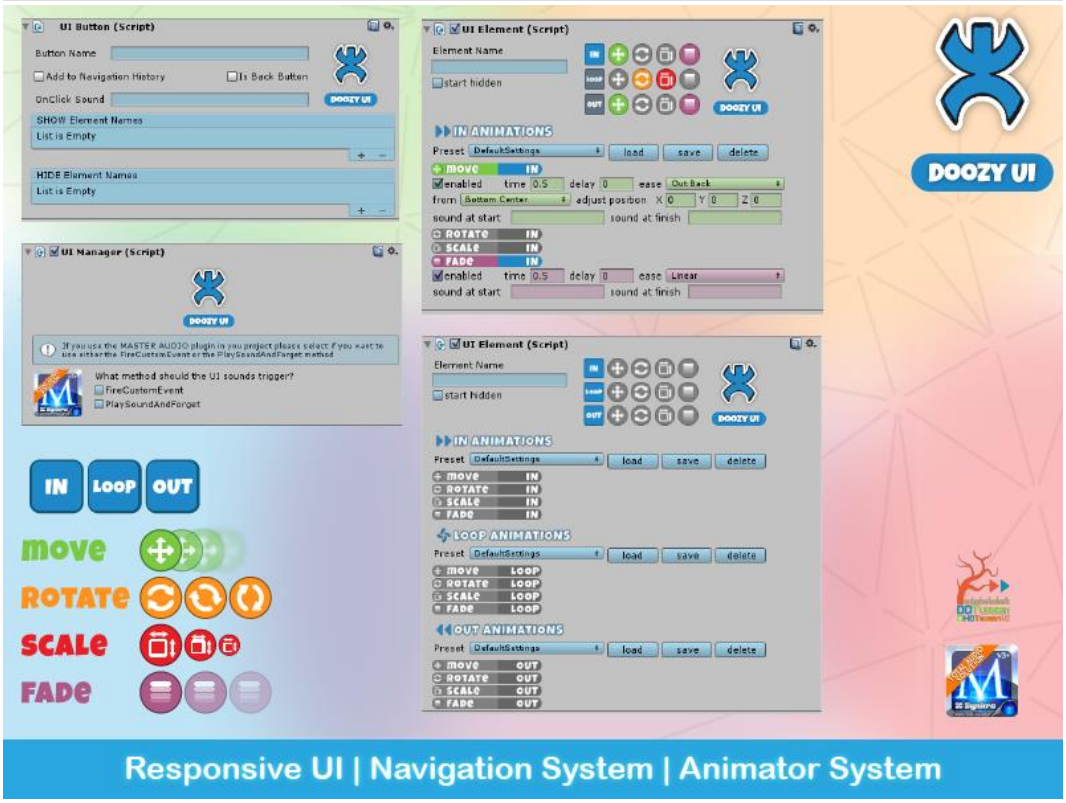
SPECIAL SETTINGS
AutoKillOnCompletion – If autoKillOnCompletion is set to TRUE the tween will be killed as soon as it completes, otherwise it will stay in memory and you'll be able to reuse it. (default TRUE)
Recyclable – Sets the recycling behaviour for the tween. If you don't set it then the default value (set either via DOTween.Init or DOTween.defaultRecyclable) will be used. (default FALSE)
UpdateType – Sets the type of update (Normal, Late or Fixed) for the tween and eventually tells it to ignore Unity's timeScale. UpdateType.Normal: Updates every frame during Update calls. UpdateType.Late: Updates every frame during LateUpdate calls. UpdateType.Fixed: Updates using FixedUpdate calls. (default UpdateType.Normal)
IsIndependentUpdate – If TRUE the tween will ignore Unity's Time.timeScale. NOTE: independentUpdate works also with UpdateType.Fixed but is not recommended in that case (because at timeScale 0 FixedUpdate won't run). (default FALSE)

DEBUG OPTIONS
DebugThis – Will print in the Debug.Log, the gameObject name this FSM is attached to, the FSM name and the State name that issued this action.

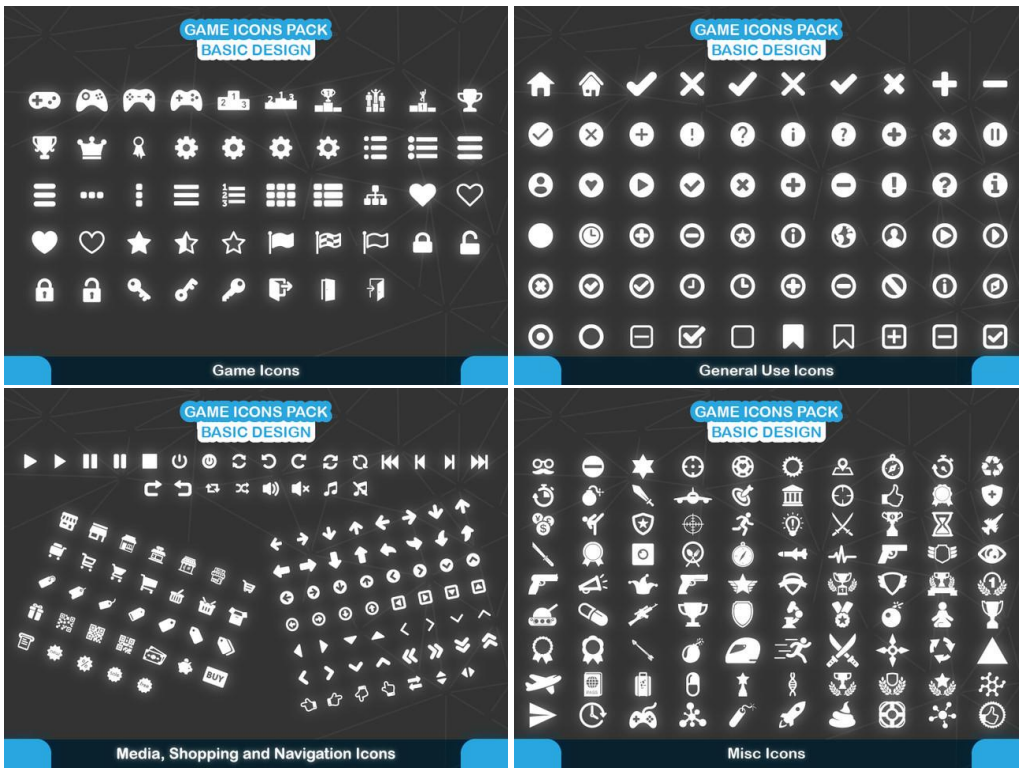
FINAL WORDS

- Support is available by emailing doozy.entertainment@gmail.com.
- Make sure you check out our other assets such as
  - DoozyUI - Responsive UI, Navigation and Animator System - https://www.assetstore.unity3d.com/en/#!/content/47352

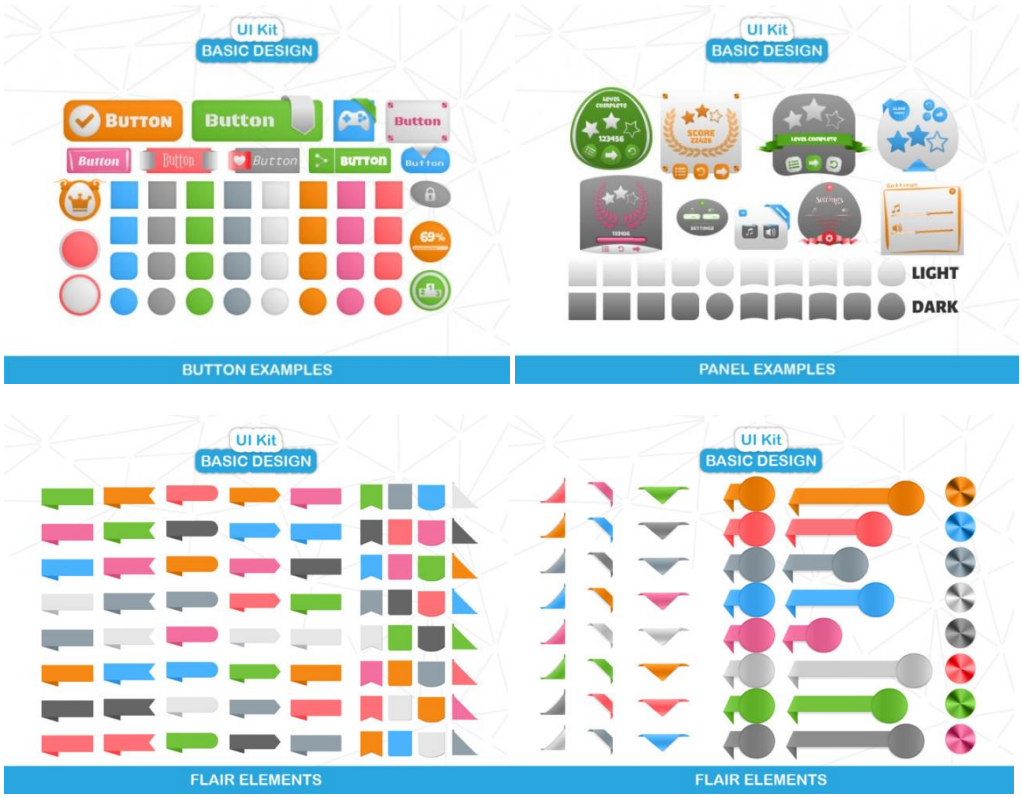




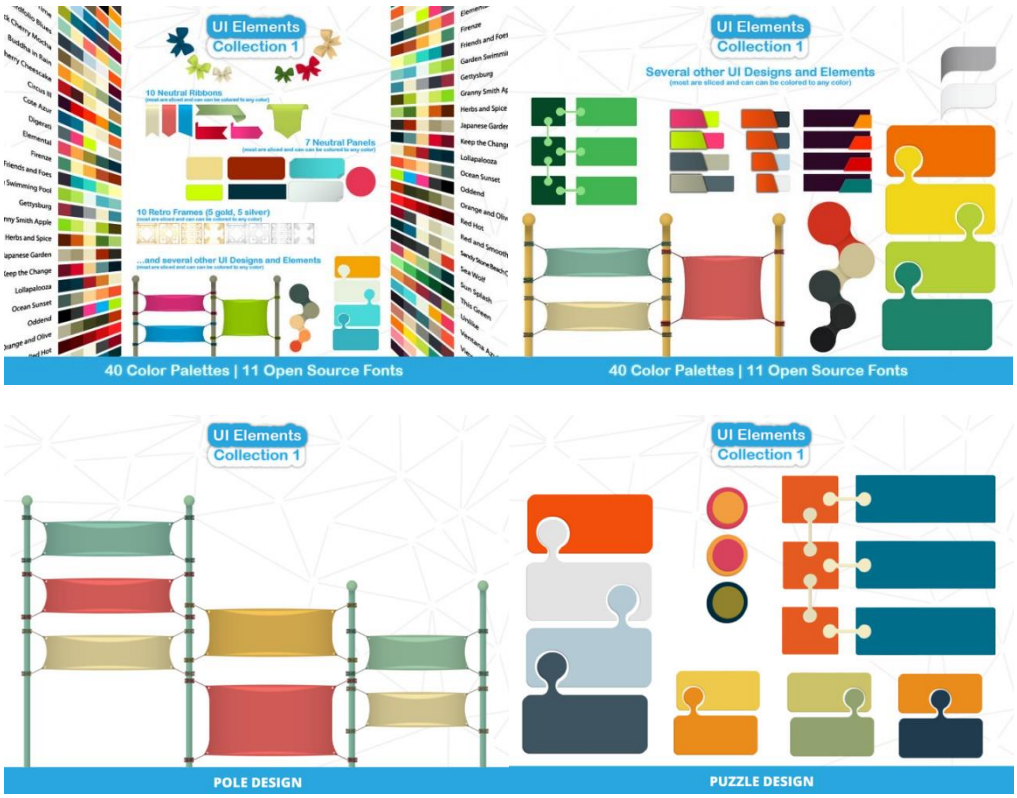
- Game Icons Pack - Basic Design - https://www.assetstore.unity3d.com/en/#!/content/33100



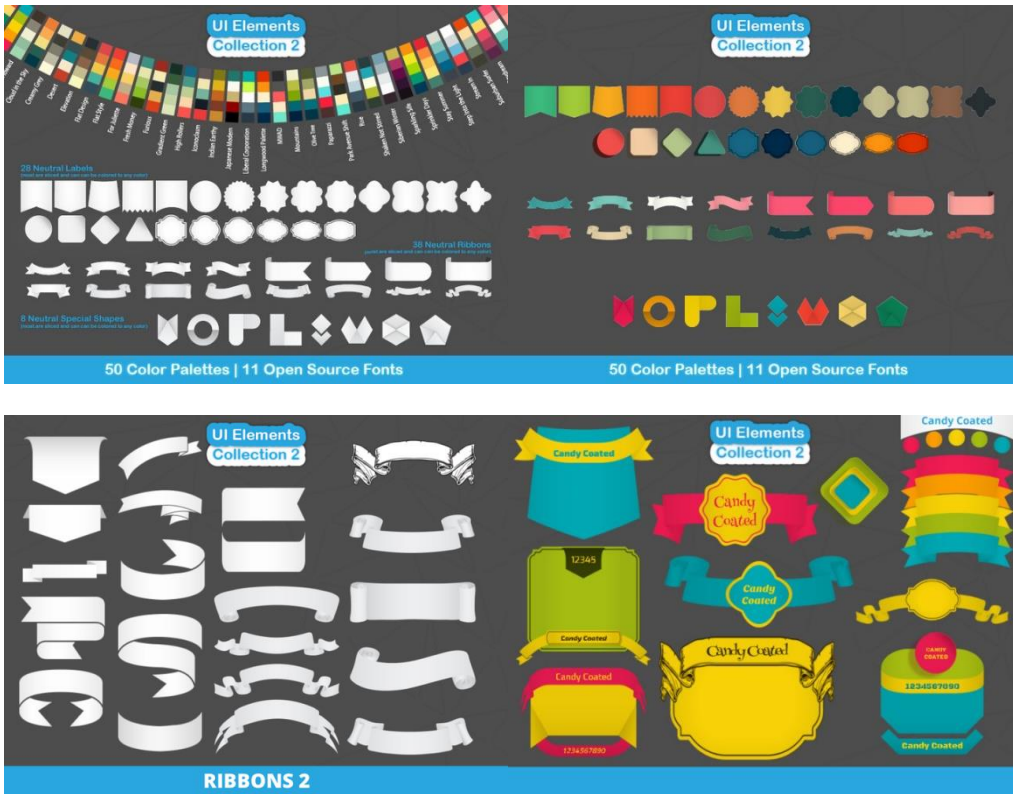
- UI Kit - Basic Design - https://www.assetstore.unity3d.com/en/#!/content/35376



- UI Elements - Collection 1 - https://www.assetstore.unity3d.com/en/#!/content/36712



- UI Elements - Collection 2 - https://www.assetstore.unity3d.com/en/#!/content/37301



- and others - https://www.assetstore.unity3d.com/en/#!/publisher/11264/page=1/sortby=popularity