Manipulating Tweens

## Flexible tweening targets.

Like the rest of ScrollMagic, tweens can be updated on the fly as well.

In this example the progress of the tween is reset before updating it and then readded to the scene.

If this wasn't done, the tween would start at the current position with the current parameters.

[view source](#gjdgxs)

Tween Parameters

scaleX

scaleY

Squeeze me tight.

[view source](#gjdgxs)