

LiteTween behavior

LiteTween behavior is used to adjust an object's properties (can be position, size, width, height, angle, opacity and value) based on an easing function. LiteTween idea is based on the official Sine behavior, you can think of LiteTween as a Sine but with easing function instead of sine to move the object's properties. Demonstration about each easing function can be looked on several websites, like <http://easings.net/>.

LiteTween properties

As of current LiteTween, here is the properties for LiteTween

Active on Start

If set to yes, then the tween will be started immediately after layout starts.

Tweened Properties

LiteTween can operate on 7 property. If you want to operate on several property at once like size and movement together, add multiple litetween behavior on the object for each property.

Position will move the object x, y according to the selected function

Size will enlarge or shrink the object's width and height simultaneously

Width will affect only the width of the object (useful if you want to affect width and height with different easing function)

Height will affect only the height of the object (useful if you want to affect width and height with different easing function)

Angle will rotate the object clockwise or counter clockwise (if you want to control the direction of the rotation use either positive degree or negative degree as target)

Opacity changes the object opacity. Sometimes during tween it can go beyond 100, but the general regard is to set it between 0 (fully transparent) or 100 (fully opaque)

Value changes an object value, useful for tweening scores or any other thing.

Function

The easing function used to tween the object. For more information please visit <http://easings.net/>.

Target

Used to specify the target for the tween. It will accept various input. If you set tweened properties to Width, Height, Angle, Opacity and Value, use single numeric value (example "0", "100", "360" etc without the quotes).

For Size and Position, it accepts a comma separated value. (example: "100, 100", "200, 100", etc without the quotes).

Target Mode

Target mode can be set to either absolute or relative.

Absolute means it will go to target property disregarding object's current property.

Relative makes the object moves to target property, relative to its current value.

Example:

The object is at position 50, 50.

You choose to tween position property, and set target to "100, 100".

On Absolute mode, it will move the object and ends up at position 100, 100.

On Relative mode, it will move the object to (150, 150) which is 100, 100 from current position.

You can also set it to negative value, like (-100, -100) to make it move wherever you like.

Duration

The duration for the tween until it reached its target.

Enforce mode

Enforce mode will cause litetween to disregard all other behavior and event, causing it to enforce its value to its property.

Compromise mode will cause litetween to honor all other behavior and event, and will try to compromise their value on every tick.

You can use this to combine sine and litetween, or 8-way movement and litetween, etc. A good way to understand this would be to see at the demo.

LiteTween Condition

Compare Progress

When tween is active, progress will go from 0 (tween just started) to 1 (tween has reached target). Use this to compare the tween's current progress.

Is active

Will be true if the tween is active.

On tween start

This condition will trigger once a tween is started.

On tween end

This condition will trigger once a tween is finished.

On tween reverse start

This condition will trigger once a reverse tween is started.

On tween reverse end

This condition will trigger once a reverse tween is finished.

LiteTween Action

Set duration

Set the duration for the tween (see above on LiteTween property).

Set enforce

Set enforce mode for the tween (see above on LiteTween property).

Set tweened property

Set which property to be tweened (see above on LiteTween property).

Set easing

Set easing function to use for the tween (see above on LiteTween property).

Set target

Set target for the tween (see above on LiteTween property).

Set value

Set current value for value tween.

Start

Play the tween from current value to target value.

Reverse

Play the tween from target to current, instead of the usual current to target.

Seek

Like a video player, use this to seek to a position in the tween. It can accept a value of 0 to 1, 0 means start of the tween, 1 is the finish.

Stop

Stop or pause the tween depending on your selected action. Stop on tween start will seek the tween to the start position and stop the tween. Stop on tween target will seek to the tween target before stopping.

Create/Initialize Tween

Useful if you want to set all tween parameter at once. But otherwise, it is the same as modifying the parameter one by one using other actions like set easing, set target, etc.

LiteTween Expression

Duration

Return the duration for the tween.

Progress

Return the current progress for the tween, valued from 0 to 1.

Target

Return the target value for the tween.

Value

Return the value if you are tweening value. This is only used on value tween (tweened property is set to value)