

TWEEN SCRIPT INTERFACE

View online: <https://www.construct.net/en/make-games/manuals/construct-3/scripting/scripting-reference/interfaces/itweenstate>

The `ITweenState` interface represents an actively running tween. It derives from `ITimelineStateBase` which implements APIs in common between timelines and tweens, as a tween is a kind of temporary timeline. Many general playback APIs are part of `ITimelineStateBase`; the `ITweenState` interface only provides APIs specific to tweens that do not also apply to timelines.

Tweens can be created using the `startTween()` method on the [Tween behavior script interface](#).

Once a tween is released, this interface is destroyed and all its properties will throw exceptions upon access. The only exception to this is the `isReleased` property (inherited from `ITimelineState`) which provides a read-only boolean that indicates if the interface has been released and is now invalid.

Tween APIs

stop()

Stops playback and immediately ends the tween. The interface is released in this call and so it cannot be used any further after this call.

instance

A read-only property with a reference to the [IWorldInstance](#) the tween is running on.

isDestroyOnComplete

Set or get a boolean indicating whether the corresponding instance will be automatically destroyed once the tween finishes.

value

A read-only number providing the current value of a value tween.

setEase(easeName)

Set the ease function used for the tween by a string of its name. Refer to the [Tween behavior script interface](#) for a list of valid built-in ease names, or use the name of a custom ease.

released

A promise that resolves when the tween is destroyed. Afterwards the rest of the API can no longer be used except for `isReleased` property (inherited from `ITimelineState`) which provides a read-only boolean that indicates if the interface has been released and is now invalid.

A promise that resolves when the timeline finishes playing. This can be awaited in order to wait until the timeline finishes before proceeding to do something else.