

# 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.

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## 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.