```lua
local Players = game:GetService("Players")
local LocalPlayer = Players.LocalPlayer
local ScreenGui = Instance.new("ScreenGui")
ScreenGui.Name = "CreditGui"
ScreenGui.ResetOnSpawn = false
ScreenGui.Parent = game.CoreGui

local CreditFrame = Instance.new("Frame")
CreditFrame.Size = UDim2.new(0.5, 0, 0.5, 0)
CreditFrame.Position = UDim2.new(0.25, 0, 0.25, 0)
CreditFrame.BackgroundColor3 = Color3.fromRGB(30, 30, 30)
CreditFrame.BorderSizePixel = 0
CreditFrame.Parent = ScreenGui

local UICorner = Instance.new("UICorner")
UICorner.CornerRadius = UDim.new(0, 8)
UICorner.Parent = CreditFrame

local Title = Instance.new("TextLabel")
Title.Size = UDim2.new(1, -30, 0, 40)
Title.Position = UDim2.new(0, 15, 0, 10)
Title.Text = "Hi, " .. LocalPlayer.Name .. "\nMember OF StreeHub"
Title.Font = Enum.Font.GothamBold
Title.TextSize = 22
Title.TextColor3 = Color3.fromRGB(255, 255, 255)
Title.BackgroundTransparency = 1
Title.TextYAlignment = Enum.TextYAlignment.Top
Title.Parent = CreditFrame

local ScrollFrame = Instance.new("ScrollingFrame")
ScrollFrame.Size = UDim2.new(1, -30, 1, -60)
ScrollFrame.Position = UDim2.new(0, 15, 0, 55)
ScrollFrame.CanvasSize = UDim2.new(0, 0, 3, 0)
ScrollFrame.ScrollBarThickness = 8
ScrollFrame.BackgroundTransparency = 1
ScrollFrame.Parent = CreditFrame

local function CreateCreatorBlock(parent, positionY, imageId, name, desc, living)
local frame = Instance.new("Frame")
frame.Size = UDim2.new(1, 0, 0, 140)
frame.Position = UDim2.new(0, 0, 0, positionY)
frame.BackgroundTransparency = 1
frame.Parent = parent

	local image = Instance.new("ImageLabel")
	image.Size = UDim2.new(0, 100, 0, 100)
	image.Position = UDim2.new(0, 0, 0, 10)
	image.BackgroundTransparency = 0.2
	image.BackgroundColor3 = Color3.fromRGB(50, 50, 50)
	image.Image = "rbxassetid://125138345489164" .. tostring(imageId)
	image.Parent = frame

	local corner = Instance.new("UICorner")
	corner.CornerRadius = UDim.new(0, 6)
	corner.Parent = image

	local nameLabel = Instance.new("TextLabel")
	nameLabel.Size = UDim2.new(0.7, 0, 0, 30)
	nameLabel.Position = UDim2.new(0, 110, 0, 10)
	nameLabel.Text = "Name:Dark sistem" .. name
	nameLabel.Font = Enum.Font.GothamBold
	nameLabel.TextSize = 20
	nameLabel.TextColor3 = Color3.fromRGB(255, 255, 255)
	nameLabel.BackgroundTransparency = 1
	nameLabel.TextXAlignment = Enum.TextXAlignment.Left
	nameLabel.Parent = frame

	local descLabel = Instance.new("TextLabel")
	descLabel.Size = UDim2.new(0.7, 0, 0, 50)
	descLabel.Position = UDim2.new(0, 110, 0, 45)
	descLabel.Text = "Description:\n creator" .. desc
	descLabel.Font = Enum.Font.Gotham
	descLabel.TextSize = 18
	descLabel.TextColor3 = Color3.fromRGB(200, 200, 200)
	descLabel.TextWrapped = true
	descLabel.BackgroundTransparency = 1
	descLabel.TextXAlignment = Enum.TextXAlignment.Left
	descLabel.Parent = frame

	local livingLabel = Instance.new("TextLabel")
	livingLabel.Size = UDim2.new(0.7, 0, 0, 25)
	livingLabel.Position = UDim2.new(0, 110, 0, 100)
	livingLabel.Text = living
	livingLabel.Font = Enum.Font.Gotham
	livingLabel.TextSize = 18
	livingLabel.TextColor3 = Color3.fromRGB(255, 255, 255)
	livingLabel.BackgroundTransparency = 1
	livingLabel.TextXAlignment = Enum.TextXAlignment.Left
	livingLabel.Parent = frame

end
```

```lua
local function CreateCreatorBlock(parent, positionY, imageId, name, desc, living)
local frame = Instance.new("Frame")
frame.Size = UDim2.new(1, 0, 0, 140)
frame.Position = UDim2.new(0, 0, 0, positionY)
frame.BackgroundTransparency = 1
frame.Parent = parent

    local image = Instance.new("ImageLabel")
    image.Size = UDim2.new(0, 100, 0, 100)
    image.Position = UDim2.new(0, 0, 0, 10)
    image.BackgroundTransparency = 0.2
    image.BackgroundColor3 = Color3.fromRGB(50, 50, 50)
    image.Image = "rbxassetid://78387785633437" .. tostring(imageId)
    image.Parent = frame

    local corner = Instance.new("UICorner")
    corner.CornerRadius = UDim.new(0, 6)
    corner.Parent = image

    local nameLabel = Instance.new("TextLabel")
    nameLabel.Size = UDim2.new(0.7, 0, 0, 30)
    nameLabel.Position = UDim2.new(0, 110, 0, 10)
    nameLabel.Text = "Name:KirsiaBalls" .. name
    nameLabel.Font = Enum.Font.GothamBold
    nameLabel.TextSize = 20
    nameLabel.TextColor3 = Color3.fromRGB(255, 255, 255)
    nameLabel.BackgroundTransparency = 1
    nameLabel.TextXAlignment = Enum.TextXAlignment.Left
    nameLabel.Parent = frame

    local descLabel = Instance.new("TextLabel")
    descLabel.Size = UDim2.new(0.7, 0, 0, 50)
    descLabel.Position = UDim2.new(0, 110, 0, 45)
    descLabel.Text = "Description:\n creator & Owner Of StreeHub" .. desc
    descLabel.Font = Enum.Font.Gotham
    descLabel.TextSize = 18
    descLabel.TextColor3 = Color3.fromRGB(200, 200, 200)
    descLabel.TextWrapped = true
    descLabel.BackgroundTransparency = 1
    descLabel.TextXAlignment = Enum.TextXAlignment.Left
    descLabel.Parent = frame

    local livingLabel = Instance.new("TextLabel")
    livingLabel.Size = UDim2.new(0.7, 0, 0, 25)
    livingLabel.Position = UDim2.new(0, 110, 0, 100)
    livingLabel.Text = living
    livingLabel.Font = Enum.Font.Gotham
    livingLabel.TextSize = 18
    livingLabel.TextColor3 = Color3.fromRGB(255, 255, 255)
    livingLabel.BackgroundTransparency = 1
    livingLabel.TextXAlignment = Enum.TextXAlignment.Left
    livingLabel.Parent = frame

end

CreateCreatorBlock(ScrollFrame, 0, 12345678, "Dark Sistem", "creator", "Living in Indonesia 🇮🇩")
CreateCreatorBlock(ScrollFrame, 150, 87654321, "KirsiaBalls", "creator", "Living in Indonesia 🇮🇩")

local CloseButton = Instance.new("TextButton")
CloseButton.Size = UDim2.new(0, 30, 0, 30)
CloseButton.Position = UDim2.new(1, -40, 0, 10)
CloseButton.Text = "X"
CloseButton.Font = Enum.Font.GothamBold
CloseButton.TextSize = 20
CloseButton.TextColor3 = Color3.fromRGB(255, 0, 0)
CloseButton.BackgroundTransparency = 1
CloseButton.Parent = CreditFrame

CloseButton.MouseButton1Click:Connect(function()
for i = 1, 10 do
CreditFrame.BackgroundTransparency = i / 10
wait(0.02)
end
CreditFrame.Visible = false
end)

-- Tabel simpan semua tab yang akan dibuat
local Tabs = {}

-- Load OrionLib (pastikan executor support)
local OrionLib = loadstring(game:HttpGet('https://raw.githubusercontent.com/jensonhirst/Orion/main/source'))()

local Window = OrionLib:MakeWindow({
Name = "SimpleR",
HidePremium = false,
SaveConfig = true,
ConfigFolder = "StreeHub",
IntroEnabled = true,
IntroText = "Made by StreeHub!",
IntroIcon = "rbxassetid://134483593828667",
Icon = "rbxassetid://134483593828667",
CloseCallback = function()
```

```lua
print("Window Closed!")
end
})

-- Buat tab Setting
local Tab1 = Window:MakeTab({
Name = "Setting",
Icon = "rbxassetid://843022395463",
PremiumOnly = false
})

Tab1:AddLabel("Speed control")

Tab1:AddSlider({
Name = "Customize your speed",
Min = 0,
Max = 50,
Default = 16,
Color = Color3.fromRGB(0, 255, 0),
Increment = 1,
ValueName = "Speed",
Callback = function(Value)
local player = game.Players.LocalPlayer
local character = player.Character or player.CharacterAdded:Wait()
local humanoid = character:FindFirstChildOfClass("Humanoid")
if humanoid then
humanoid.WalkSpeed = Value
OrionLib:MakeNotification({
Name = "Speed Changer",
Content = "Speed successfully changed to " .. Value,
Image = "rbxassetid://71718113052559",
Time = 3
})
end
end
})

Tab1:AddLabel("JumpPower control")

Tab1:AddSlider({
Name = "Customize your JumpPower",
Min = 0,
Max = 200,
Default = 50,
Color = Color3.fromRGB(255, 215, 0),
Increment = 5,
ValueName = "JumpPower",
Callback = function(Value)
local player = game.Players.LocalPlayer
local character = player.Character or player.CharacterAdded:Wait()
local humanoid = character:FindFirstChildOfClass("Humanoid")
if humanoid then
humanoid.JumpPower = Value
OrionLib:MakeNotification({
Name = "Jump Power Changer",
Content = "Jump Power successfully changed to " .. Value,
Image = "rbxassetid://111752138258921",
Time = 3
})
end
end
})

table.insert(Tabs, Tab1)

-- Awalnya sembunyikan semua tab (karena credit frame muncul)
for _, tab in pairs(Tabs) do
tab.Visible = false
end

-- Fungsi animasi GUI dengan TweenService
local function AnimateElement(UIElement)
if UIElement:IsA("GuiObject") then
local originalSize = UIElement.Size
local originalTransparency = UIElement.BackgroundTransparency or 0
```

```lua
        UIElement.Visible = false
        UIElement.Size = UDim2.new(0, 0, 0, 0)
        UIElement.BackgroundTransparency = 1

        task.wait(0.05)
        UIElement.Visible = true

        local tweenInfo = TweenInfo.new(0.5, Enum.EasingStyle.Back, Enum.EasingDirection.Out)

        TweenService:Create(UIElement, tweenInfo, {Size = originalSize}):Play()
        TweenService:Create(UIElement, TweenInfo.new(0.5), {BackgroundTransparency = originalTransparency}):Play()
end
```

end

local function AnimateAllTabs(Window)
for *, tab in pairs(Window:GetChildren()) do*
*if tab:IsA("Frame") or tab:IsA("ScrollingFrame") then*
*AnimateElement(tab)*
*for , child in pairs(tab:GetChildren()) do*
if child:IsA("TextButton") or child:IsA("TextLabel") or child:IsA("Frame") then
AnimateElement(child)
end
end
end
end
end

-- Event tombol Close untuk sembunyikan credit dan tampilkan tab
CloseButton.MouseButton1Click:Connect(function()
for i = 1, 10 do
CreditFrame.BackgroundTransparency = i / 10
task.wait(0.02)
end
CreditFrame.Visible = false

```lua
for _, tab in pairs(Tabs) do
    tab.Visible = true
    tab.BackgroundTransparency = 1
    for i = 10, 0, -1 do
        tab.BackgroundTransparency = i / 10
        task.wait(0.02)
    end
end

-- Animasi tambahan untuk tab
AnimateAllTabs(Window)
```

end)