

DOTweenを使用してみよう

2019年11月13日

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DOTweenのインストール

DOTween 公式サイト

The screenshot shows the DOTween website homepage. At the top is a navigation bar with links: GET STARTED, DOCUMENTATION, EXAMPLES, SUPPORT, SHOWCASE, PRO, DOWNLOAD, and CREDITS. The main content area features a large blue box with the text: "DOTween is a **fast, efficient, fully type-safe** object-oriented **animation engine** for **Unity**, optimized for **C#** users, **free** and **open-source**, with **tons of advanced features**". Below this, it states: "It is also the **evolution of HOTween**, my previous Unity tween engine. Compared to it, DOTween is **more than 400% faster**, **more efficient**, **more type-safe**, **avoids useless GC allocations** and offers new **shortcuts** and features." A diagram illustrates the DOTween architecture, showing a "Tweeners" box (labeled "Animates values") and a "Sequence" box (labeled "Animates other Tweeners and Sequences"). The "Sequence" box is connected to a tree of "T" (Tweeners) and "S" (Sequences) boxes. A blue box at the bottom states: "DOTween is compatible with **Unity versions 2019 to 4.6**. Works with: **Win, Mac, Linux, Unity WebPlayer, WebGL, iOS, Android, Windows Phone, Windows Store, PS Vita (PSM), PS3/PS4, Xbox 360/One, Nintendo Switch** + more (didn't test additional platforms but it should work everywhere except with Flash export)". On the right side, there is a "Features" list: DOTween Utility Panel, DOTween Inspector, DOTween Pro, DOTween VS HOTween, and Comparison with other engines. Below this is a "SUPPORT DOTWEEN" section with a "Support DOTween" button. At the bottom right, there is a "FRIEND ASSETS" section featuring "TEXT MESH PRO" and "Amazing!".

[DOTween公式サイト](#)

DOTween アセットのダウンロード

**DOTween**
[HOTween V2]

A UNITY
TWEEN
ENGINE

GET STARTEDDOCUMENTATIONEXAMPLESSUPPORTSHOWCASEPRO**DOWNLOAD**CREDITS

DOTween is compatible with **Unity versions 2019 to 4.6.**
Works with:
Win, Mac, Linux, Unity WebPlayer, WebGL, iOS, Android, Windows Phone, Windows Store, PS Vita (PSM), PS3/PS4, Xbox 360/One, Nintendo Switch + more (didn't test additional platforms but it should work everywhere except with Flash export)

Downloads
Open source code
Download logos

SUPPORT DOTWEEN
A lot of work went into DOTween and a lot more is to come. If you use it, like it, and want to support it, press this button to read more
Support DOTween

FRIEND ASSETS
SIMPLE WAYPOINT SYSTEM

Downloads
For bug reports, suggestions etc please check out the [support section](#).
NOTE: on **UWP** you must disable [safe mode](#) (it's a Unity issue and they're working on it). Consider that this means you'll have to take care yourself of killing tweens when their target becomes NULL.
NOTE: on **iOS** [safe mode](#) works only if stripping level is set to Strip Assemblies or Script Call Optimization is set to Slow and Safe, while on **Windows 10 WSA** it won't work if Master Configuration and .NET are selected.
Download DOTween v1.2.305
(October 30, 2019)
IMPORTANT: if you're upgrading from a pre-Modules version [follow these instructions](#).
DOTWEEN PRO OWNERS: if you have a Pro version older than 1.0.041 **do not upgrade DOTween from here**, but first upgrade your Pro version from the Asset Store.
[DOTween License](#)
PlayMaker actions
The mighty dudebxi also created **DOTween actions for PlayMaker**. You can grab them [here](#). Also, the mighty Doozy made a [pro package](#).
How to install
IMPORTANT: if you're upgrading from a pre-Modules version [follow these instructions](#).
After importing a new DOTween update, **you have to setup DOTween** in order to activate/deactivate Modules.
To setup DOTween, open the **DOTween Utility Panel** from the Tools menu, then select "Setup DOTween..." from the panel that appears.

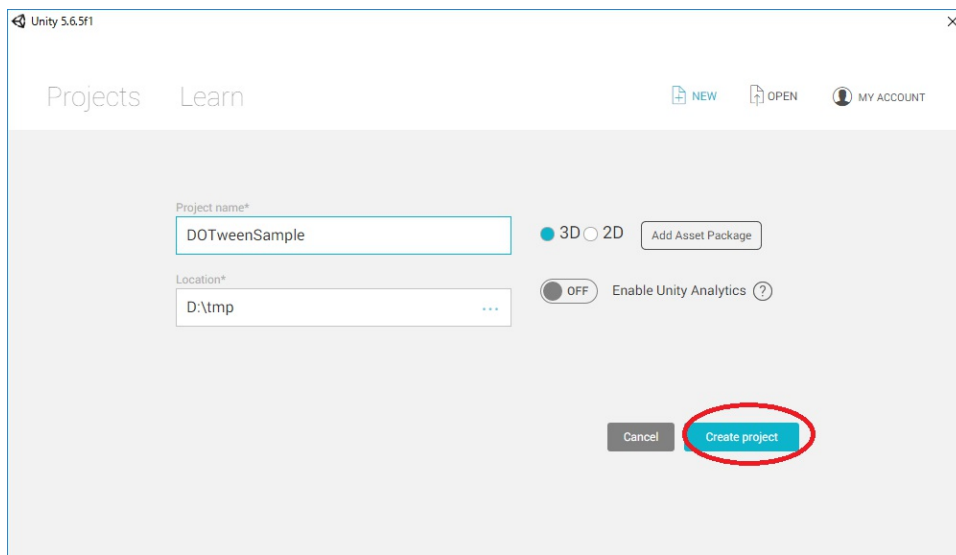


Downloadサイトのリンク

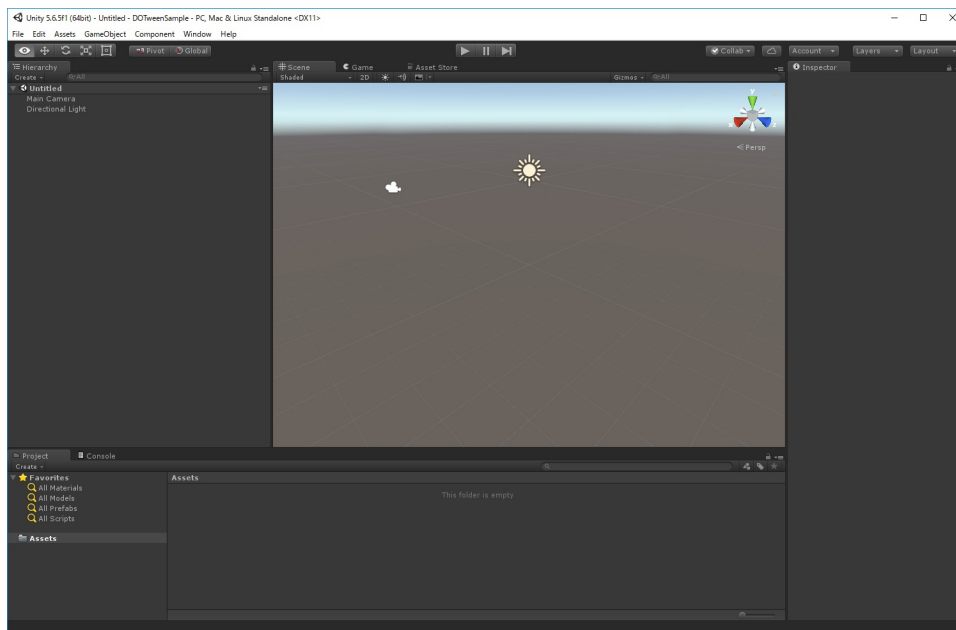
最新版 v1.2.305(2019/11/13現在)です。
DOTween_1_2_305.zipをダウンロードしてください。
又はダウンロードしてコピーしてありますので使用してください。

インストール方法

新規プロジェクトをつくります



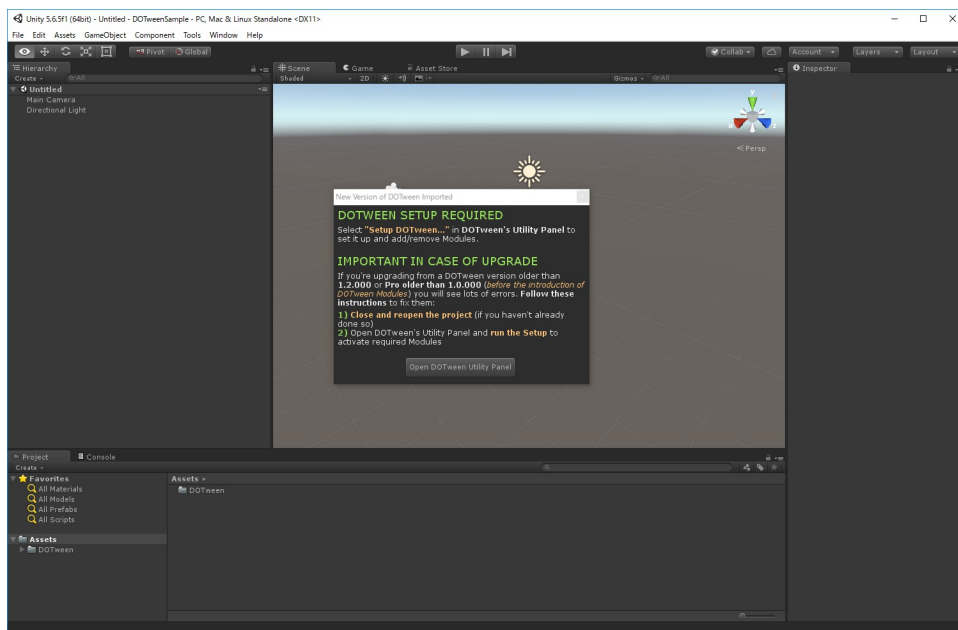
Unityの起動画面



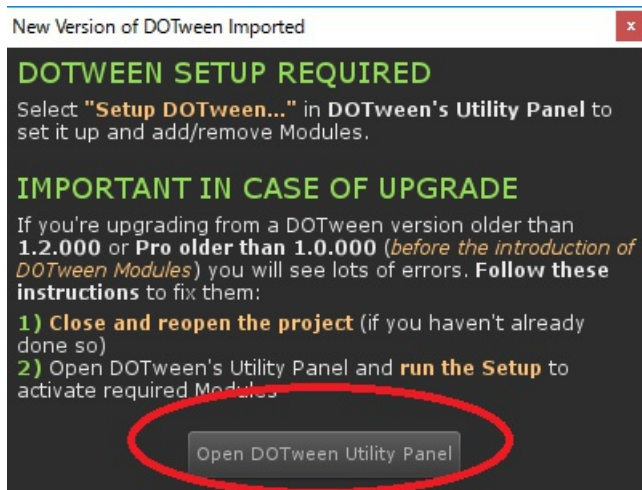
DOTween_1_2_305.zipの解凍

- DOTween_1_2_305.zipを展開して出てきたDOTweenフォルダーをUnityプロジェクトの Assetsにコピーします。

Unityにインポート



- 以下のダイアログが表示されます。



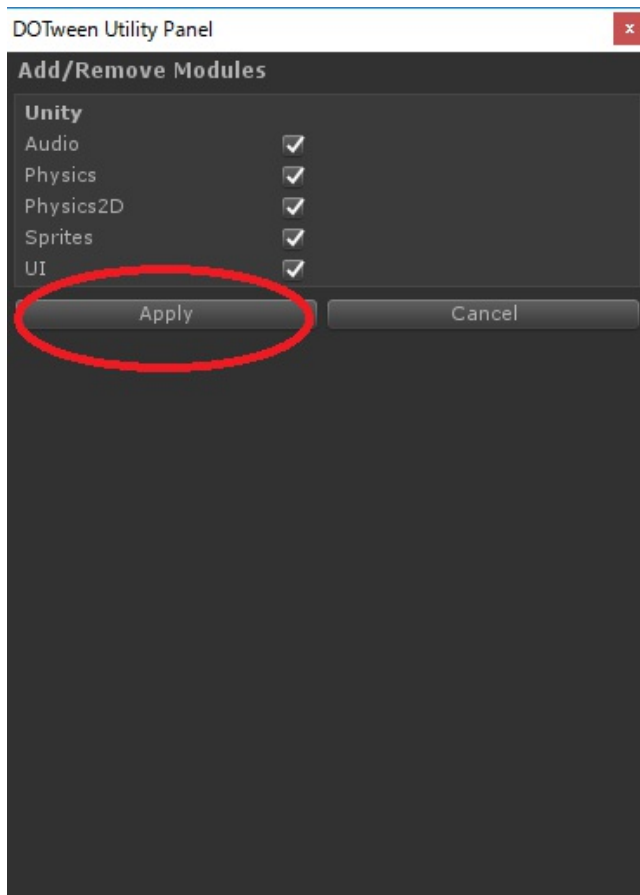
- Open DOTween Utility Panelボタンを押します。

DOTween Unity Panel ダイアログ



- 緑のボタンのSetup DOTween...を押します。

DOTween Unity Panel ダイアログ



- Applyを押します。
これでDOTweenが使用できるようになりました。

DOTweenを使用してみよう

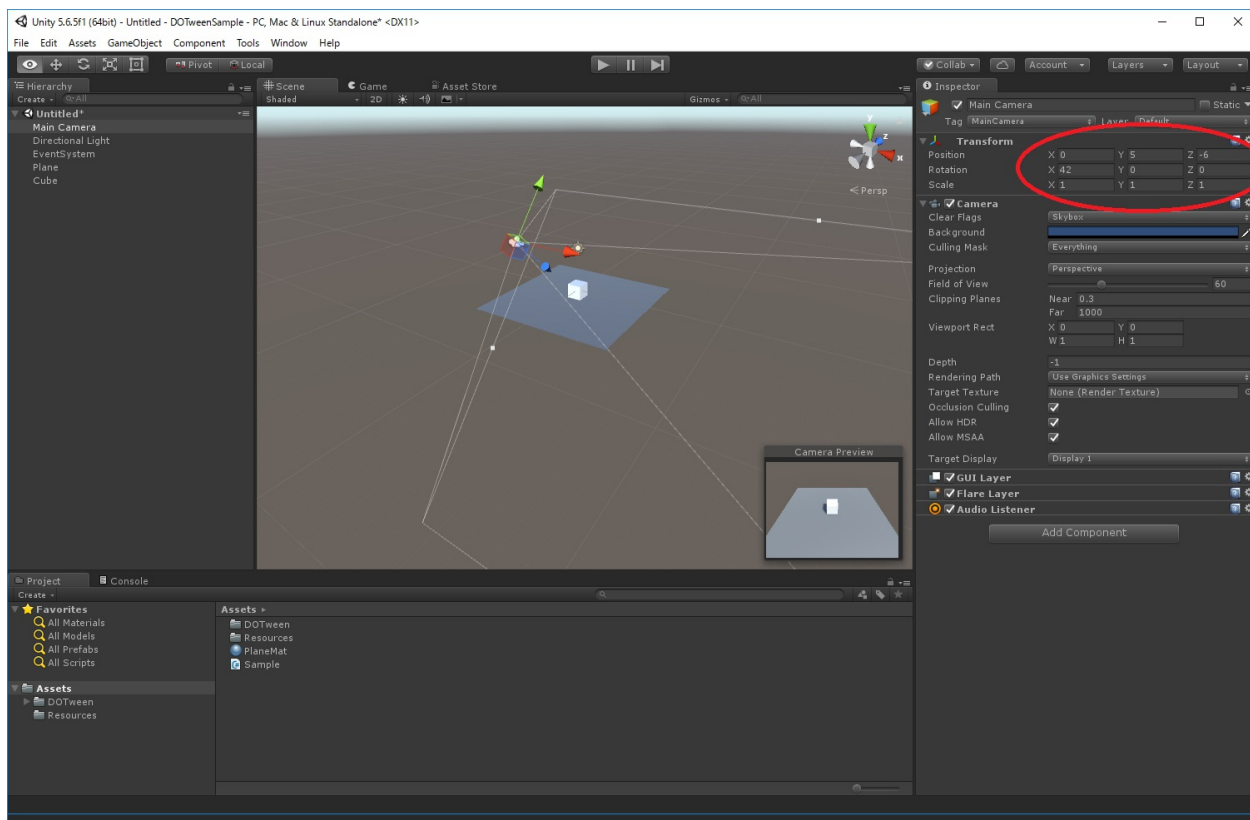
シーンを作成

Plane GameObjectを配置

Plane のマテリアルを変更

cube GameObjectを配置

Cameraを変更



- 確認しやすいようにカメラを変更します。

例)

パラメータ	X	Y	Z
Position	0	5	-6
Rotation	42	0	0
Scale	1	1	1

Sample.csを作成

Sample.cs

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using DG.Tweening;

public class Sample : MonoBehaviour {

    [SerializeField]
    GameObject CubeGameObject;

    // Use this for initialization
    void Start () {

    }

    // Update is called once per frame
    void Update () {
```



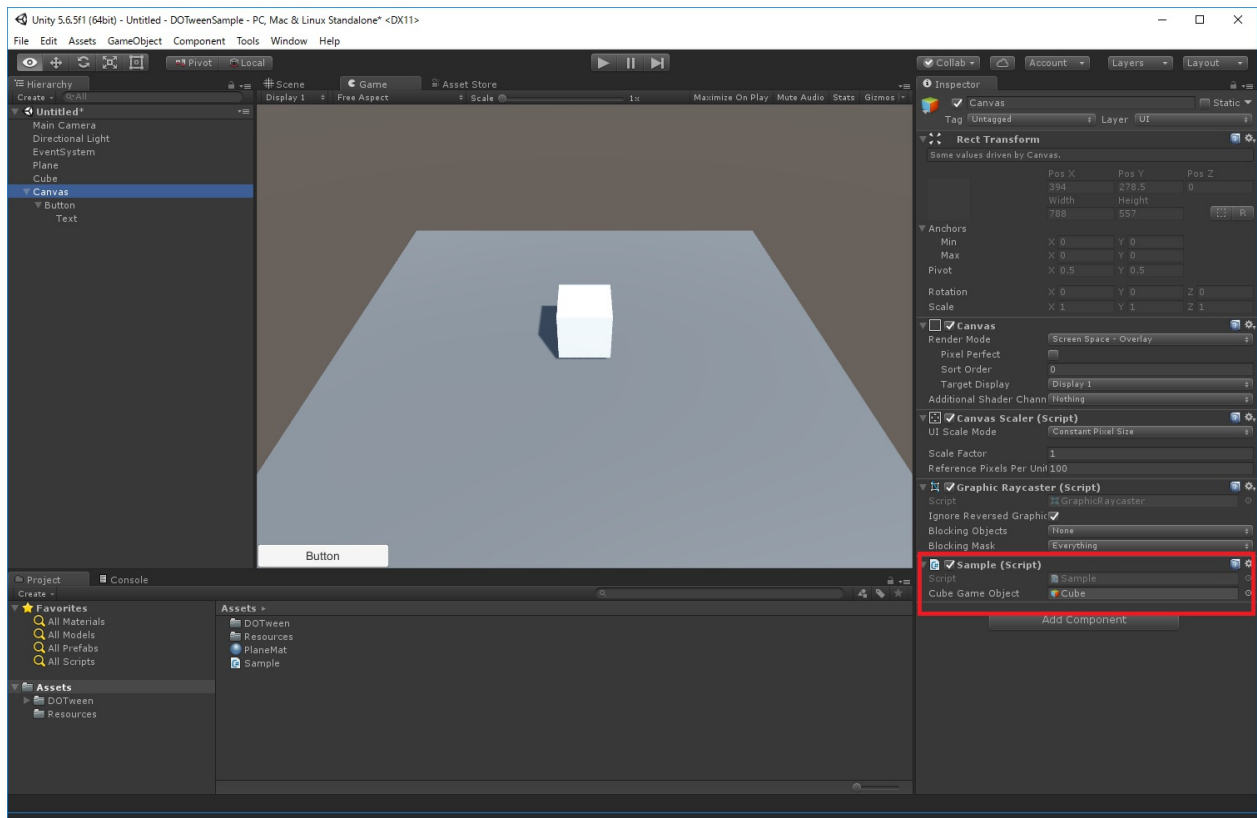
```

    }

    public void OnButtonDown()
    {
        this.CubeGameObject.transform.DOMove(new Vector3(3.0f, 0.5f, 0), 2.0f);
    }
}

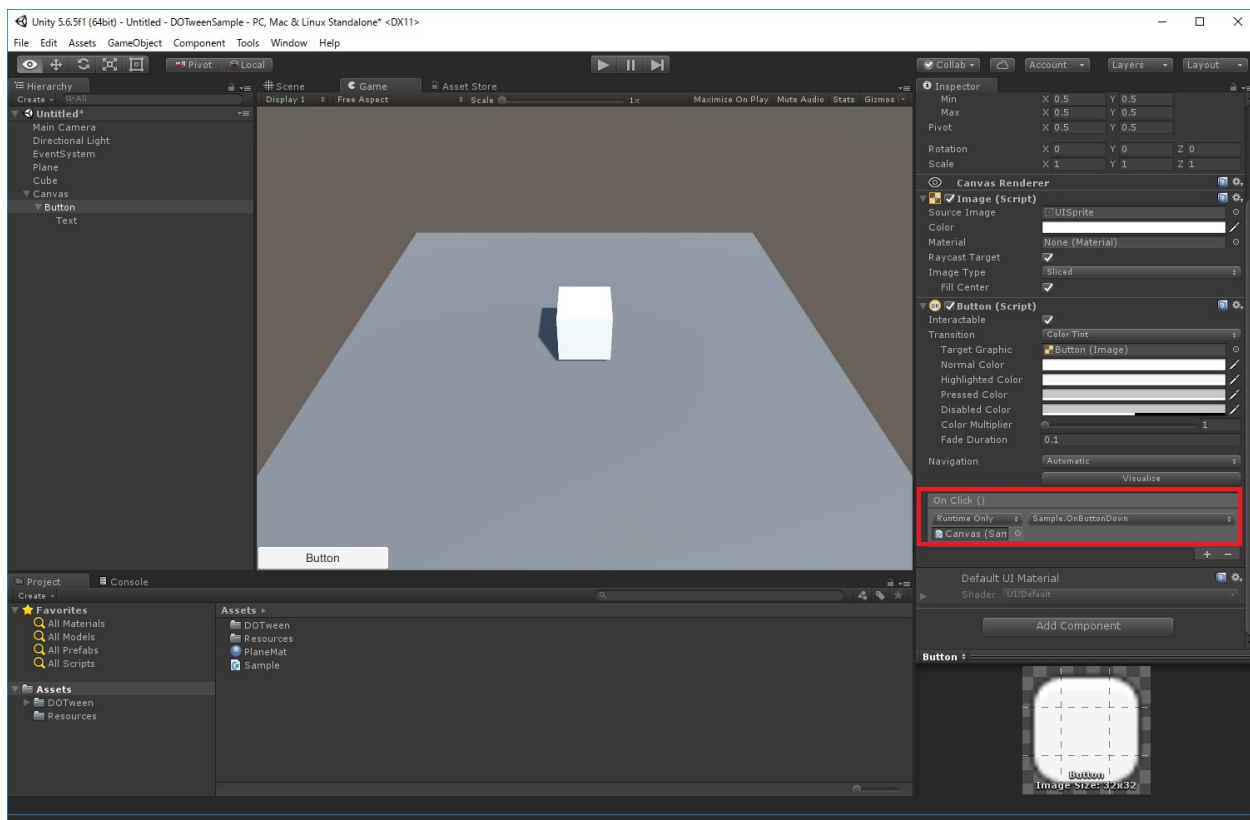
```

Canvasにsample.csスクリプトを割り当てる



- 画像の赤の部分の様にCube GameObject のインスタンを設定します。

ボタンに関数を割り当てる



- 画像の赤の部分の様にCanvasのオブジェクトを割り当ててSample.OnButtonDown関数を設定します。

最後に

色々なTweenがありますので、改造して色々な動きを作ってみて下さい。