OneTweenPro

OneTweenPro is the Pro version of OneTween. OneTweenPro includes all the what you see is what you get functions of OneTween, as well as all the functions of DoTween. By extending Unity's Transform component, many commonly used Tween animations are built in, such as DOLocalMove, DOMove, Dorotation, DoLocalScale, etc.

Directory

Features

- Contains all the what you see is what you get functions of the OneTween plug-in.
- By extending Unity's Transform component, Transform's Position, Scale, Rotation, Alpha and other functions are built-in.
- Contains the source code of the OneTweenPro plug-in for easy extension and modification.
- There is no GC in runtime.
- Support Append insert animation function, that is, play after a certain Tween animation.
- There are multiple callback functions of the built-in Tween, which can be set to move to a certain position or certain positions after a few seconds. If the moving target point is multiple points, then the callback of each point will be executed. It basically covers all Tween's function points on the market.

Install

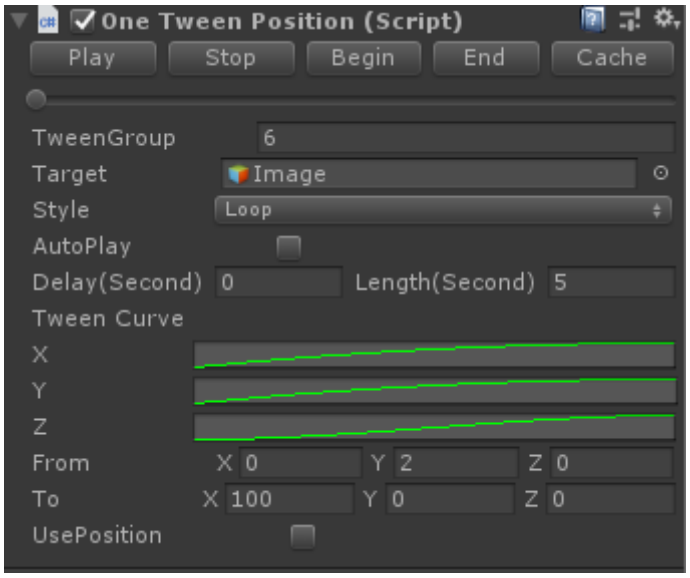
The "Assets/OneTweenPro" folder contains all the functions of OneTweenPro. You can place this folder anywhere in the Assets directory.

How to use

1. To use the what you see is what you get function of OneTweenPro, you only need to hang the Alpha, Position, Roation, Scale and other components of OneTween on the required Transform components.
2. Since functions such as DOMove directly extend the Transform component, it can be used directly like DOTween.

OneTweenPosition

OneTweenPosition.cs : You can drag this script on any UGUI component you want to control position animation.

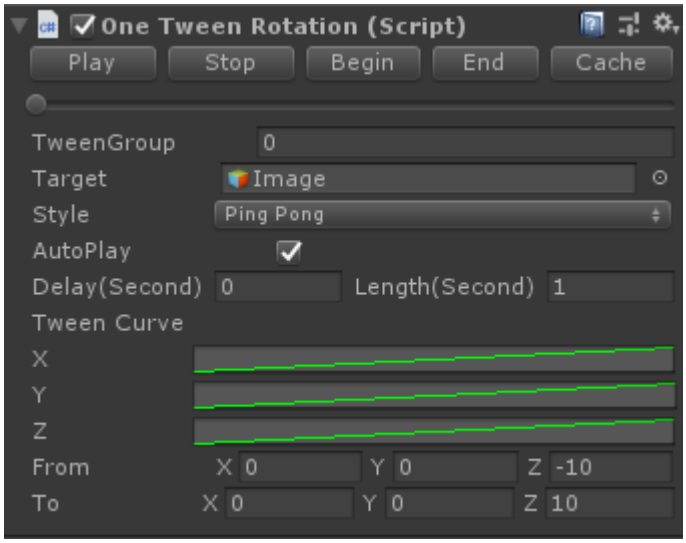


- Play Button: Play animation.
- Stop Button: Stop animation.
- Begin Button: Show animation begin value.
- End Button: Show animation end value.
- Cache Button: Cache current component.
- Scroll Bar: Scroll the bar to review the animation step by step.
- TweenGroup: You can divide the animation into different groups, and then control the play in groups.
- Target: The currently playing animation target. You can drag the GameObject to the target.
- Style: Include Once、Loop、PingPong play style.

- AutoPlay: Auto play animation in unity start function.
- Delay: Animation delay time.
- Length: Animation total play time.
- TweenCurve: You can customize the animation curve.
- From: Animation begin value.
- To: Animation end value.
- Useposition: Play animation to control position or localposition. If Useposition is false，control localposition.

OneTweenRotation

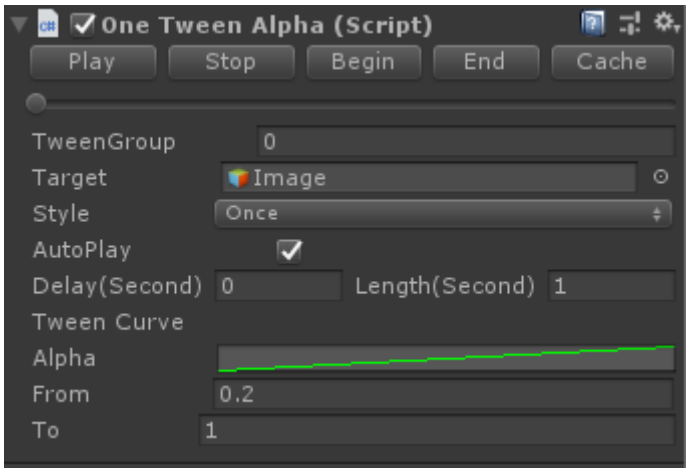
OneTweenRotation.cs : You can drag this script on any UGUI component you want to control rotation animation.



- Play Button: Play animation.
- Stop Button: Stop animation.
- Begin Button: Show animation begin value.
- End Button: Show animation end value.
- Cache Button: Cache current component.
- Scroll Bar: Scroll the bar to review the animation step by step.
- TweenGroup: You can divide the animation into different groups, and then control the play in groups.
- Target: The currently playing animation target. You can drag the GameObject to the target.
- Style: Include Once、Loop、PingPong play style.
- AutoPlay: Auto play animation in unity start function.
- Delay: Animation delay time.
- Length: Animation total play time.
- TweenCurve: You can customize the animation curve.
- From: Animation begin value.
- To: Animation end value.

OneTweenAlpha

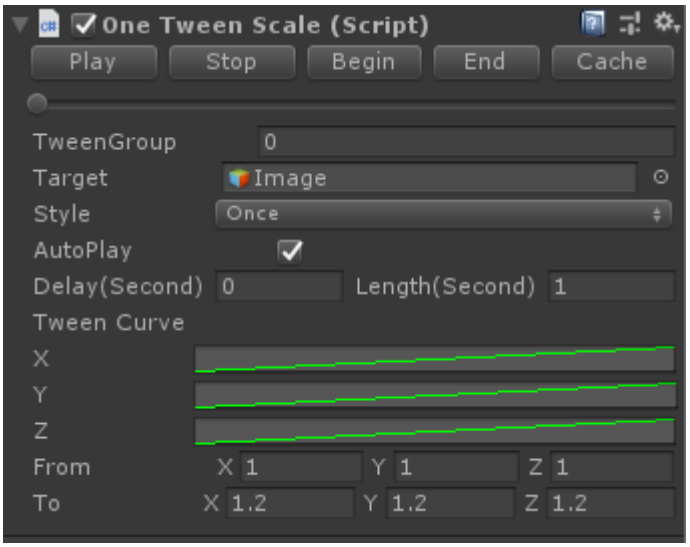
OneTweenAlpha.cs : You can drag this script on any UGUI component you want to control alpha animation.



- Play Button: Play animation.
- Stop Button: Stop animation.
- Begin Button: Show animation begin value.
- End Button: Show animation end value.
- Cache Button: Cache current component.
- Scroll Bar: Scroll the bar to review the animation step by step.
- TweenGroup: You can divide the animation into different groups, and then control the play in groups.
- Target: The currently playing animation target. You can drag the GameObject to the target.
- Style: Include Once、Loop、PingPong play style.
- AutoPlay: Auto play animation in unity start function.
- Delay: Animation delay time.
- Length: Animation total play time.
- TweenCurve: You can customize the animation curve.
- From: Animation begin value.
- To: Animation end value.

OneTweenScale

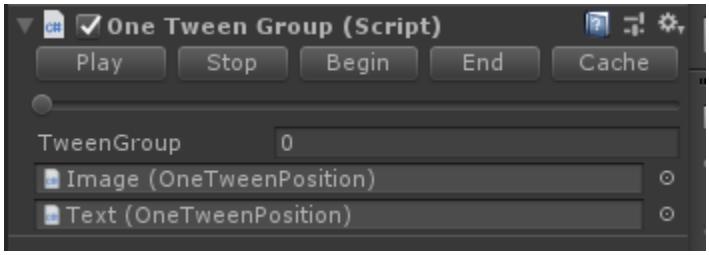
OneTweenScale.cs : You can drag this script on any UGUI component you want to control scale animation.



- Play Button: Play animation.
- Stop Button: Stop animation.
- Begin Button: Show animation begin value.
- End Button: Show animation end value.
- Cache Button: Cache current component.
- Scroll Bar: Scroll the bar to review the animation step by step.
- TweenGroup: You can divide the animation into different groups, and then control the play in groups.
- Target: The currently playing animation target. You can drag the GameObject to the target.
- Style: Include Once、Loop、PingPong play style.
- AutoPlay: Auto play animation in unity start function.
- Delay: Animation delay time.
- Length: Animation total play time.
- TweenCurve: You can customize the animation curve.
- From: Animation begin value.
- To: Animation end value.

OneTweenGroup

OneTweenGroup.cs : You can drag this script on any UGUI component you want to control all animation.



- Play Button: Play animation.

- Stop Button: Stop animation.
- Begin Button: Show animation begin value.
- End Button: Show animation end value.
- Cache Button: Cache all OneTween components, you can control the same group animation to play.
- Scroll Bar: Scroll the bar to review the animation step by step.

OneTweenSequence

```
1 个引用
void TestAppend()
{
    var sequence = new OneTweenSequence();

    sequence.Append(
        transform.DOLocalMoveX(1000, 1, () =>
        {
            Debug.Log("DOLocalMoveX Complete.");
        })
    );

    sequence.Append(
         transform.DOLocalMoveY(1000, 1, () =>
        {
            Debug.Log("DOLocalMoveY Complete.");
        })
    );

    sequence.Append(
        transform.DOLocalMoveZ(1000, 1, () =>
        {
            Debug.Log("DOLocalMoveZ Complete.");
        })
    );

    sequence.Append(
        transform.DOLocalMove(new Vector3(2000, 2000, 2000), 1, () =>
        {
            Debug.Log("DOLocalMove Complete.");
        })
    );

    sequence.Append(
        transform.DOMove(new Vector3(4000, 4000, 4000), 1, () =>
        {
            Debug.Log("DOMove Complete.");
        })
    );
}
```

DOMove、DOLocalMove

```
1 个引用
void TestDOMoveTargets()
{
    transform.DOMove(new List<Vector3>()
    {
        new Vector3(0, 0, 0),
        new Vector3(10, 10, 10),
        new Vector3(20, 20, 20),
        new Vector3(30, 30, 30),
    },
    10f,
    () =>
    {
        Debug.Log("One target finish.");
        Debug.Log(transform.position);
    },
    () =>
    {
        Debug.Log("All targets finish.");
        Debug.Log(transform.position);
    });
}
```

DORotation、DoLocalRotation

```
1 个引用
void TestDORotationTargets()
{
    transform.DORotation(new List<Vector3>()
    {
        new Vector3(0, 0, 0),
        new Vector3(10, 10, 10),
        new Vector3(20, 20, 20),
        new Vector3(30, 30, 30),
    },
    10f,
    () =>
    {
        Debug.Log("One target finish.");
        Debug.Log(transform.eulerAngles);
    },
    () =>
    {
        Debug.Log("All targets finish.");
        Debug.Log(transform.eulerAngles);
    });
}
```

```
1 个引用
void TestAppend()
{
    var sequence = new OneTweenSequence();

    sequence.Append(
        transform.DOLocalRotationX(1000, 1, () =>
        {
            Debug.Log("DOLocalRotationX Complete.");
        })
    );

    sequence.Append(
         transform.DOLocalRotationY(1000, 1, () =>
        {
            Debug.Log("DOLocalRotationY Complete.");
        })
    );

    sequence.Append(
        transform.DOLocalRotationZ(1000, 1, () =>
        {
            Debug.Log("DOLocalRotationZ Complete.");
        })
    );

    sequence.Append(
        transform.DOLocalRotation(new Vector3(2000, 2000, 2000), 1, () =>
        {
            Debug.Log("DOLocalRotation Complete.");
        })
    );

    sequence.Append(
        transform.DORotation(new Vector3(4000, 4000, 4000), 1, () =>
        {
            Debug.Log("DORotation Complete.");
        })
    );
}
```

DOAlpha

```
1 个引用
void TestDOAlphaTargets()
{
    transform.DOAlpha(new List<float>()
    {
        0.1f,
        0.3f,
        0.6f,
        1f,
    },
    10f,
    () =>
    {
        Debug.Log("One target finish.");
    },
    () =>
    {
        Debug.Log("All targets finish.");
    });
}
```

```
1 个引用
void TestAppend()
{
    var sequence = new OneTweenSequence();

    sequence.Append(
        transform.DOAlpha(0.1f, 1, () =>
        {
            Debug.Log("DOAlpha Complete.");
        })
    );

    sequence.Append(
         transform.DOAlpha(0.2f, 1, () =>
        {
            Debug.Log("DOAlpha Complete.");
        })
    );

    sequence.Append(
        transform.DOAlpha(0.3f, 1, () =>
        {
            Debug.Log("DOAlpha Complete.");
        })
    );

    sequence.Append(
        transform.DOAlpha(0.5f, 1, () =>
        {
            Debug.Log("DOAlpha Complete.");
        })
    );

    sequence.Append(
        transform.DOAlpha(0.9f, 1, () =>
        {
            Debug.Log("DOAlpha Complete.");
        })
    );
}
```

DOLocalScale

```
1 个引用
void TestDOLocalScaleTargets()
{
    transform.DOLocalScale(new List<Vector3>()
    {
        new Vector3(0, 0, 0),
        new Vector3(10, 10, 10),
        new Vector3(20, 20, 20),
        new Vector3(30, 30, 30),
    },
    10f,
    () =>
    {
        Debug.Log("One target finish.");
        Debug.Log(transform.localScale);
    },
    () =>
    {
        Debug.Log("All targets finish.");
        Debug.Log(transform.localScale);
    });
}
```

```
1 个引用
void TestAppend()
{
    var sequence = new OneTweenSequence();

    sequence.Append(
        transform.DOLocalScaleX(2, 1, () =>
        {
            Debug.Log("DOLocalScaleX Complete.");
        })
    );

    sequence.Append(
         transform.DOLocalScaleY(3, 1, () =>
        {
            Debug.Log("DOLocalScaleY Complete.");
        })
    );

    sequence.Append(
        transform.DOLocalScaleZ(4, 1, () =>
        {
            Debug.Log("DOLocalScaleZ Complete.");
        })
    );

    sequence.Append(
        transform.DOLocalScale(new Vector3(20, 20, 20), 1, () =>
        {
            Debug.Log("DOLocalScale Complete.");
        })
    );

    sequence.Append(
        transform.DOLocalScale(new Vector3(10, 10, 10), 1, () =>
        {
            Debug.Log("DOScale Complete.");
        })
    );
}
```

Contact

For more detail you can go to the web: https://github.com/onelei/OneTweenPro
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