

OneTween

OneTween is a more efficient and convenient animation tool. Designed for UGUI, what you see is what you get.

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Features

- What you see is what you get: Preview your animation under the editor.
- Support common UI animations such as Position, Scale, Rotation, Alpha, etc.
- Support frame-by-frame preview for easy debugging.
- Simple setup, support drag and drop, copy components.
- Support code incoming callback function.
- Contains complete code and demo scenarios.

Install

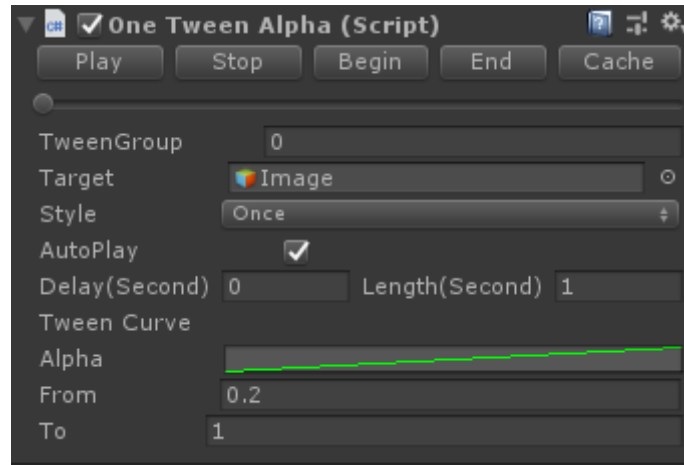
The folder “Assets/OneTween” include all OneTween scripts. You can put OneTween anywhere in the Assets folder.

How to use

You need not to do any coding, just drag the below script on any UGUI component you want to control animation.

OneTweenAlpha

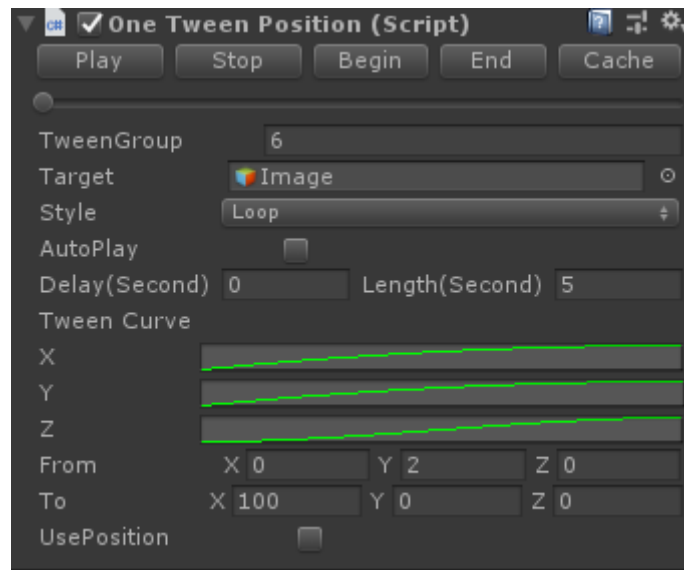
OneTweenAlpha.cs : You can drag this script on any UGUI component you want to control alpha animation.



- 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.

OneTweenPosition

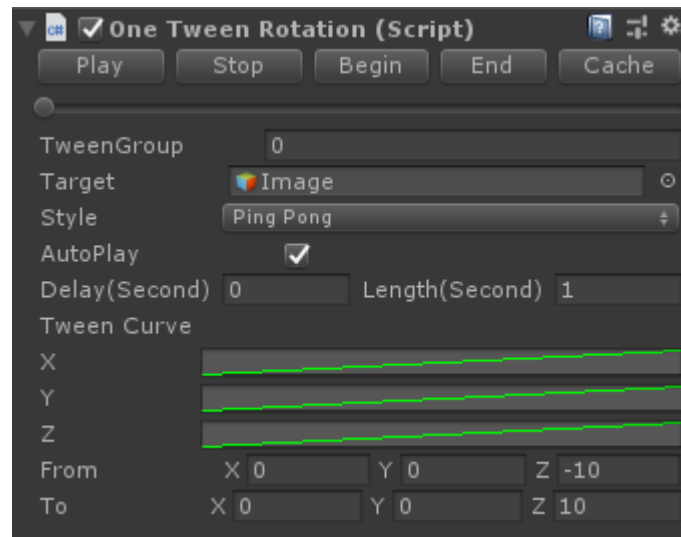
OneTweenPosition.cs : You can drag this script on any UGUI component you want to control position animation.



- 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

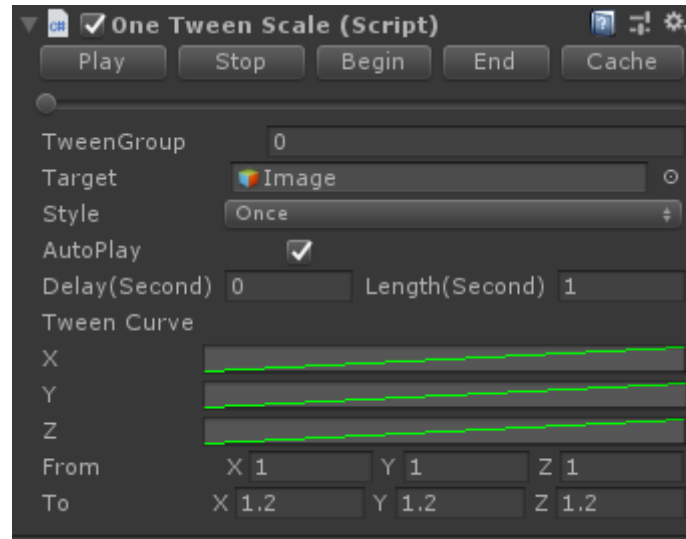
OneTweenRotation.cs : You can drag this script on any UGUI component you want to control rotation animation.



- 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.

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.

Contact

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

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