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Overview:

Tween made easy is a visual editor for animating using "LeanTween", it helps you create interesting tween animation using a single script.

Traditional Unity animation is really performance taking and when it comes to animating multiple things at once or for UI, it cost performance, plus you have to create many animation clips and animation controllers. So what's the solution, it's tweening, just like leantween provides, but the thing is you need to write code for it, and for complex animation it becomes complicated. So using "TweenMadeEasy" you will be able to handle it without, with a script you will have all the control.
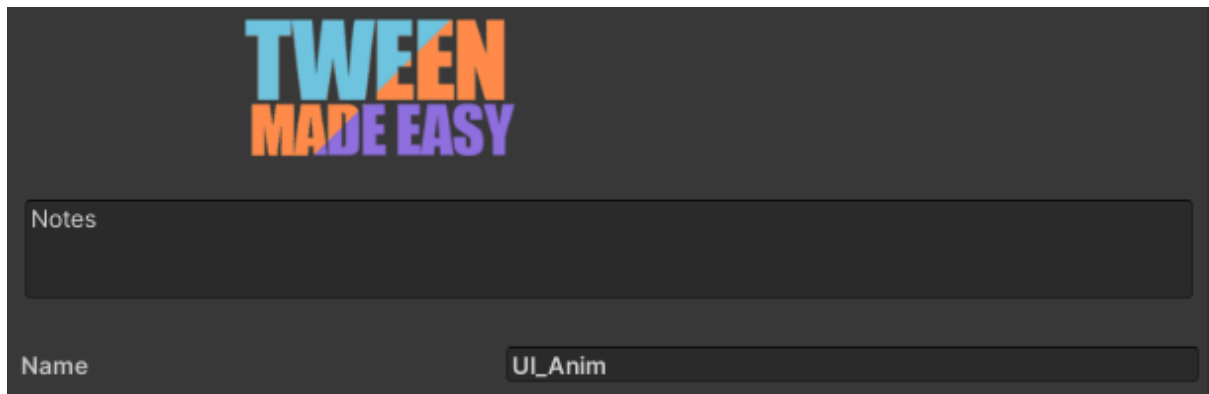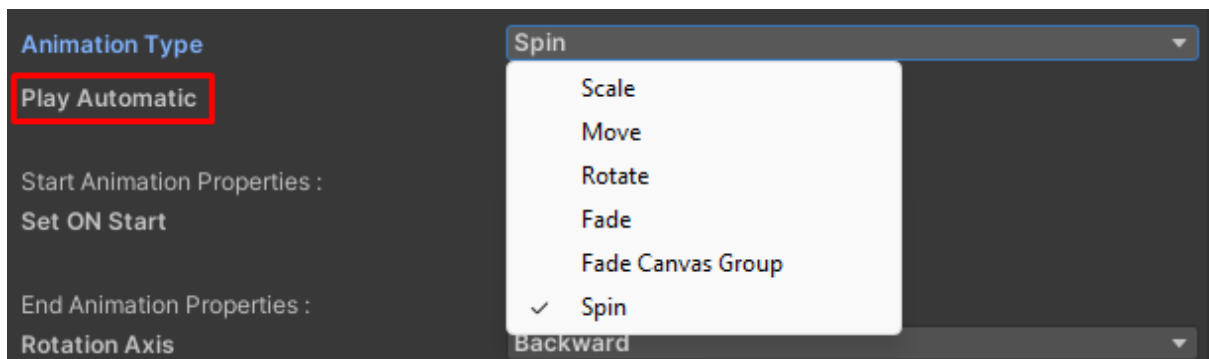
HOW TO USE

Basics

If you want to access the code, use this namespace

You can put description and a name on your script just like commenting.

Types

You can choose from Scale, Move, Rotate, Fade (sprites and meshes), Fade Canvas Group, Spin

Properties:

Play automatic: Will play the animation on start or when the object is enabled.

Set On Start: This sets the value (like position vector, size, rotation, alpha), at the very start of the animation. You can set different types of targets at the start, like a transform or vector value. If you turn it off, you will have the animation start at your current value.
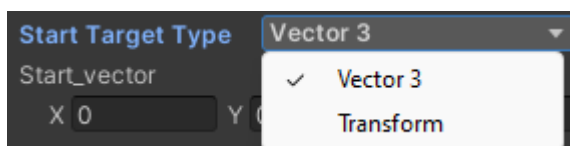
Set On End: What should be the animation's end? You have the option to set it to transform vector or float. Or you have an option "Make My Values End Target" which is helpful when you have a different value on "Set On Start" and you want your animation to play where your current value at.
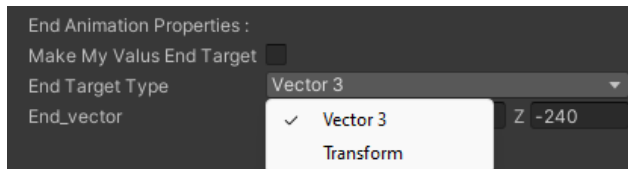
Animation Properties: Here you have options like Delay(time in seconds, after which animation should start), Time(how long the animation should be), and most importantly Ease Type.
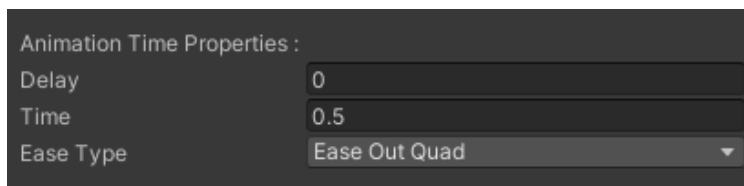
Advance options: Here you have some advanced options, like Stop Other Tween (it will stop any animation being played on this gameobject), Play In Delta Time(if this is turned off, the animation will have no effect of "Time.timescale", this is useful if you are pausing game using "Time.timescale = 0"). And lastly, Destroy on Completion (will destroy the gameobject once the animation is played).
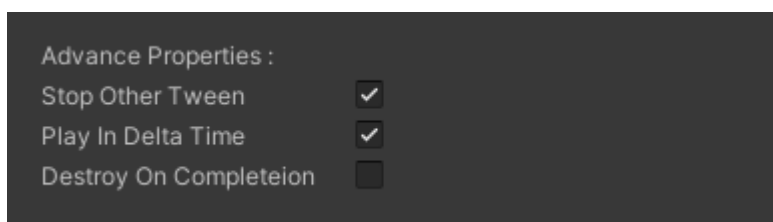
Events: These are the unity events called when animation, starts, isplaying, or is completed. OnUpdate will run every frame when the animation is being played.

Events :

On Start ()

List is Empty

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On Update_Vector (Vector3)

List is Empty

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On Completion ()

List is Empty

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