MonocleGL Tweener Documentation

Description:

The tweener can move nodes members over time with different types of transitions. Tweens can be paused, resumed or removed at any point before their completion. Tweens can also be passed a callback function that it will be call when the tweens have completed. Using this method we can create advanced animations purely from code.

To initialize the tweener:

To use the tweener in a demo you must first create the tweener object. You may also call tween on each node which negates the need to pass in the nodes ID. To create a tweener object pass the plugin reference like so:

    var tween = new Tweener(this.plugin);

Function addTween:

Add tween is the main function for setting up a tween. The tweener will parse the passed command string so space and case do not matter. Once addTween has been called the plugin will create all appropriate actions and start the tween.

    node.addTween(command, object, callback);
    tween.addTween(node.id, command, object, callback);

node - This is the object to be tweened.
command - This is the command string full of commands and the members to be tweened. (See below for more detailed explanation of the commands)
object - the object *this* will equal when the callback is called.
callback - a string of the function the plugin will call when finish the tween

Tween commands:

The tween command use the string format "variable:value,variable:value,..." where variable is a member or command and value is the desire value the tweener will end at. As an example to move an object to (100,100) in 2 seconds use the string "x:100,y:100,time:2". Here's a list of command and members that can be tweened:

> **Commands:**

time - the duration of the tween in seconds
delay - how long in seconds the tweener waits before starting a tween
persistent - if equal to true then the tween can't be paused or removed
transition - the type of transition to use for the tween (see transitions for more detail)

Members:
x - the x position of the node
y - the y position of the node
width - the width of the node
height - the height of the node
rotation - the rotation of the node in degrees
scale - the scale factor of object (default 1.0)
centerx - x-axis center point of the node (0.0 is the left edge and 1.0 the right)
centery - y-axis center point of the node (0.0 is the bottom edge and 1.0 the top)
red - the amount of red in the node (0.0 is no red and 1.0 is full red)
green - the amount of green in the node (0.0 is no red and 1.0 is full green)
blue - the amount of blue in the node (0.0 is no red and 1.0 is full blue)
alpha - the amount of alpha in the node (0.0 is no red and 1.0 is full alpha)

Transitions:

Each tween can have different types of transitions applied to it. Keep watching this section because new transitions will be added:

linear - constant speed transition, the default used if no transition is specified
ease_in - slow acceleration and will speed up before node gets to the finish
ease_out - fast acceleration and will slow down before node gets to the finish

Function removeTween:

Remove tween will search through all the currently active tweens and remove them from the action list. Once an nodes tweens have been removed then any callbacks on it will not be called.

node.removeTween();
tween.removeTween(node.id);

node - This is the object which will have it's tweens removed from.

Function removeAllTweens:

Remove all tweens will remove all actions from the action list. They are some exceptions like the panels which will continue to tween no matter what.

tween.removeAllTweens();

Function pauseTween:

Pause tween will search through all the currently active tweens and pause them in the action list. Paused tweens can remain paused for up to a day and will resume with the same state as before they we're paused.

node.pauseTween();
tween.pauseTween(node.id);

node - This is the object which will have it's tweens paused.

Function pauseAllTweens:

Pause all tweens will pause all actions on the action list. They are some exceptions like the panels which will continue to tween no matter what.

tween.pauseAllTweens();

Function resumeTween:

Resume tween will search through all the currently active tweens and resume any paused tweens. Node will resume with the same state as before they we're paused.

node.resumeTween();
tween.pauseTween(node.id);

node - This is the object which will have it's tweens resumed.

Function resumeAllTweens:

Resume all tweens will resume any paused tweens in the action list of the currently active tweens. Node will resume with the same state as before they we're paused.

```
tween.resumeAllTweens();
```