

Thanks for your purchase.

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First of all, you have to get [DOTWEEN](http://u3d.as/aZ1) from the Asset Store :

<http://u3d.as/aZ1>

(it's free)

1/ Import Dotween from the asset store : <http://u3d.as/aZ1>

Search...

DOTween (HOTween v2)

Category: Scripting/Animation  
Publisher: Demigiant  
Rating: ★★★★★ (339)  
Your Rating: ★★★★★  
Price: Free

Import

Works also with Unity 4 and 5

SEE FULL CHANGELOG HERE

*DOTween is a fast, efficient, fully type-safe object-oriented animation engine, optimized for C#.*

It is also the evolution of HOTween, my previous Unity tween engine.

**NEW!** DOTween Pro is out, with additional shortcuts for external plugins, a Visual Path Editor, and a Visual Animation Editor.

**FEATURES**

- Lightweight, highly optimized, performant, memory efficient
- New UI 4.6, Sprite, and Unity 5 shortcuts

transform.DOMoveX(100, 1); HO

Tweener  
Animates values

Sequence  
Animates other Tweeners and Sequences

Asset Store

STAFF PICK

Version: 1.1.135 (Dec 09, 2015)    Size: 204.8 kB  
Originally released: 9 January 2015

Support E-mail

Support Website

Visit Publisher's Website

Home

3D Models

Animation

Applicatio

Audio

Complete

Editor Extn

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Scripting

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Camera

Effects

GUI

Input - C

Integrati

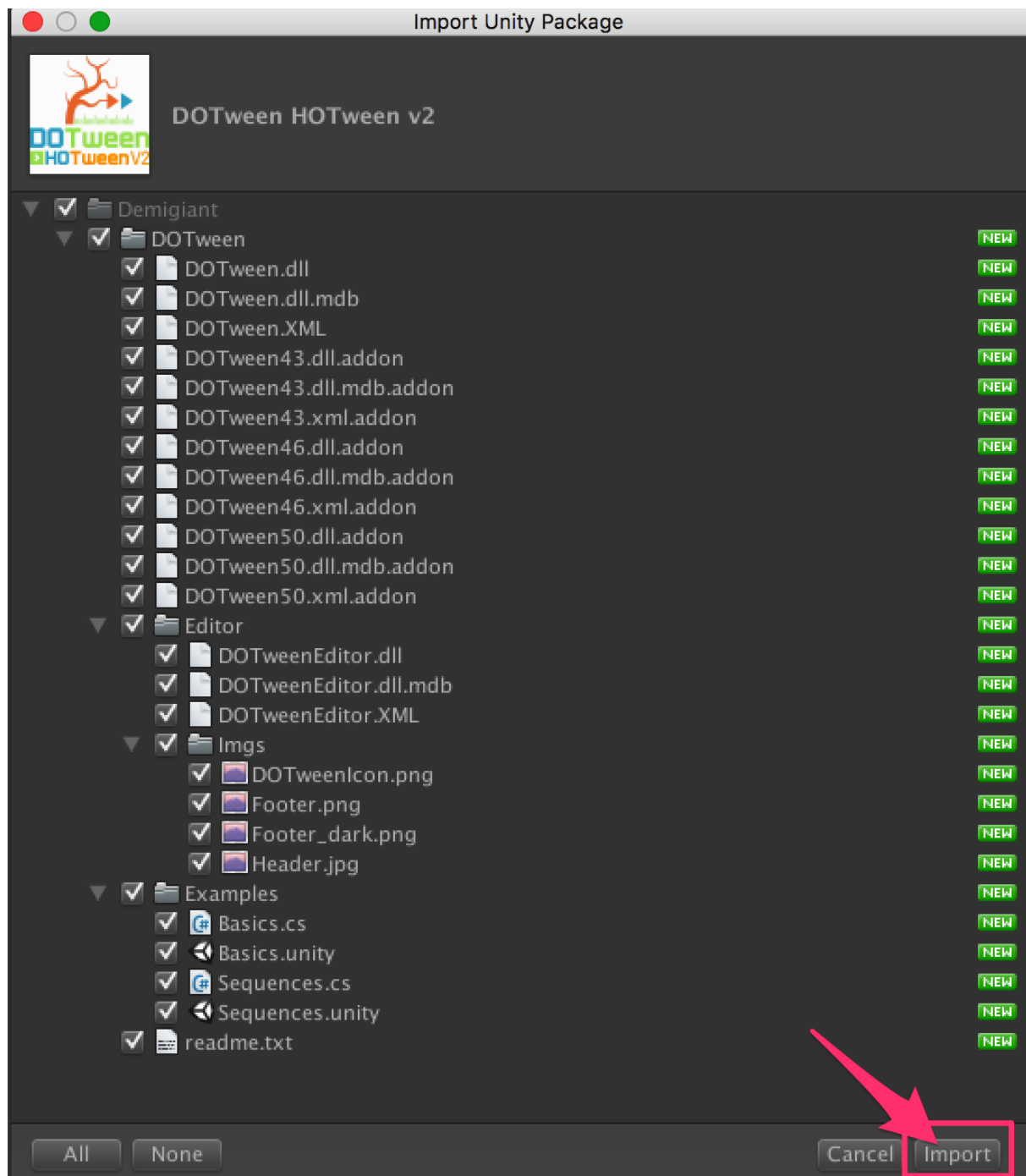
Modelin

Network

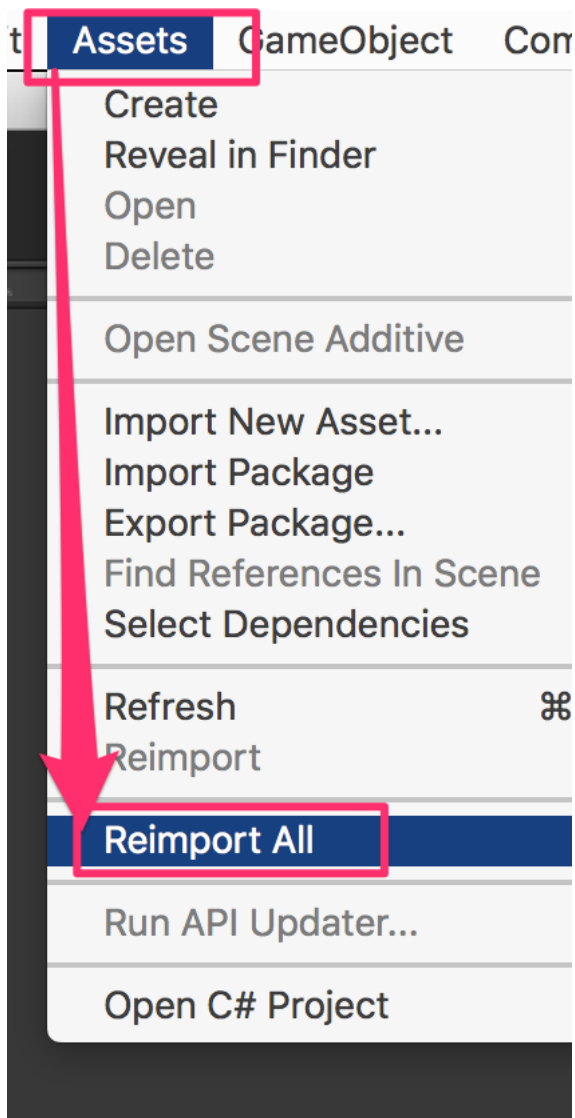
Physics

Video

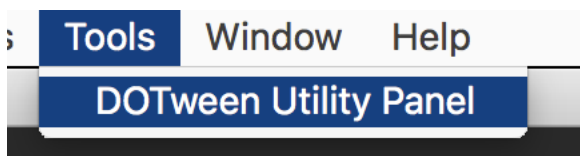
2/ Import the package into Unity



3/If you don't see the « Tools » in the top of the Unity Screen, please do this :



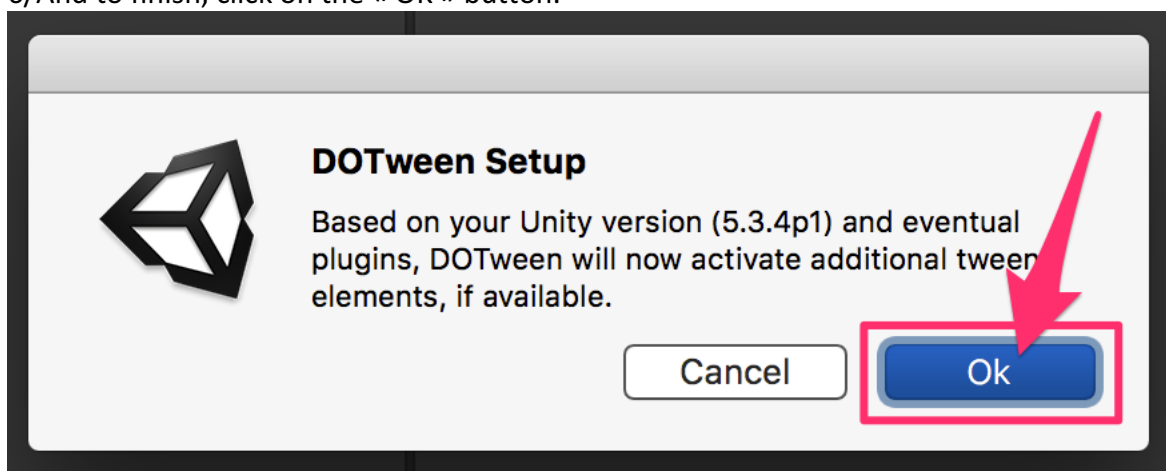
4/Now you have the « Tools ». Open it and click on « DOTween Utility Panel ».



5/Click on « Setup DOTween ».



6/And to finish, click on the « OK » button.



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Full classes documentation available here:

<https://dl.dropboxusercontent.com/u/8289407/LoopingMania/Documentation/latex/refman.pdf>

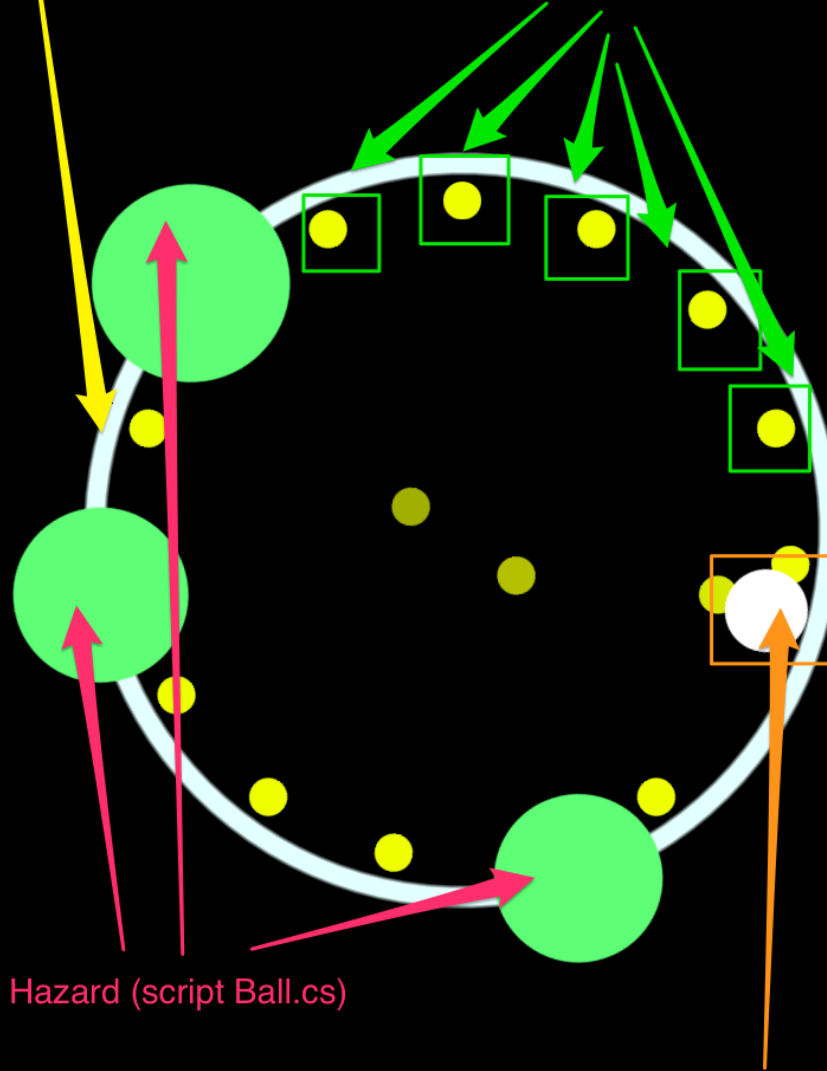
Offline classes documentation available in this project : \_CLASS\_DOCUMENTATION.pdf



# 31

The circle (script Circle.cs)

Dots to collect (script DotToCollect.cs)

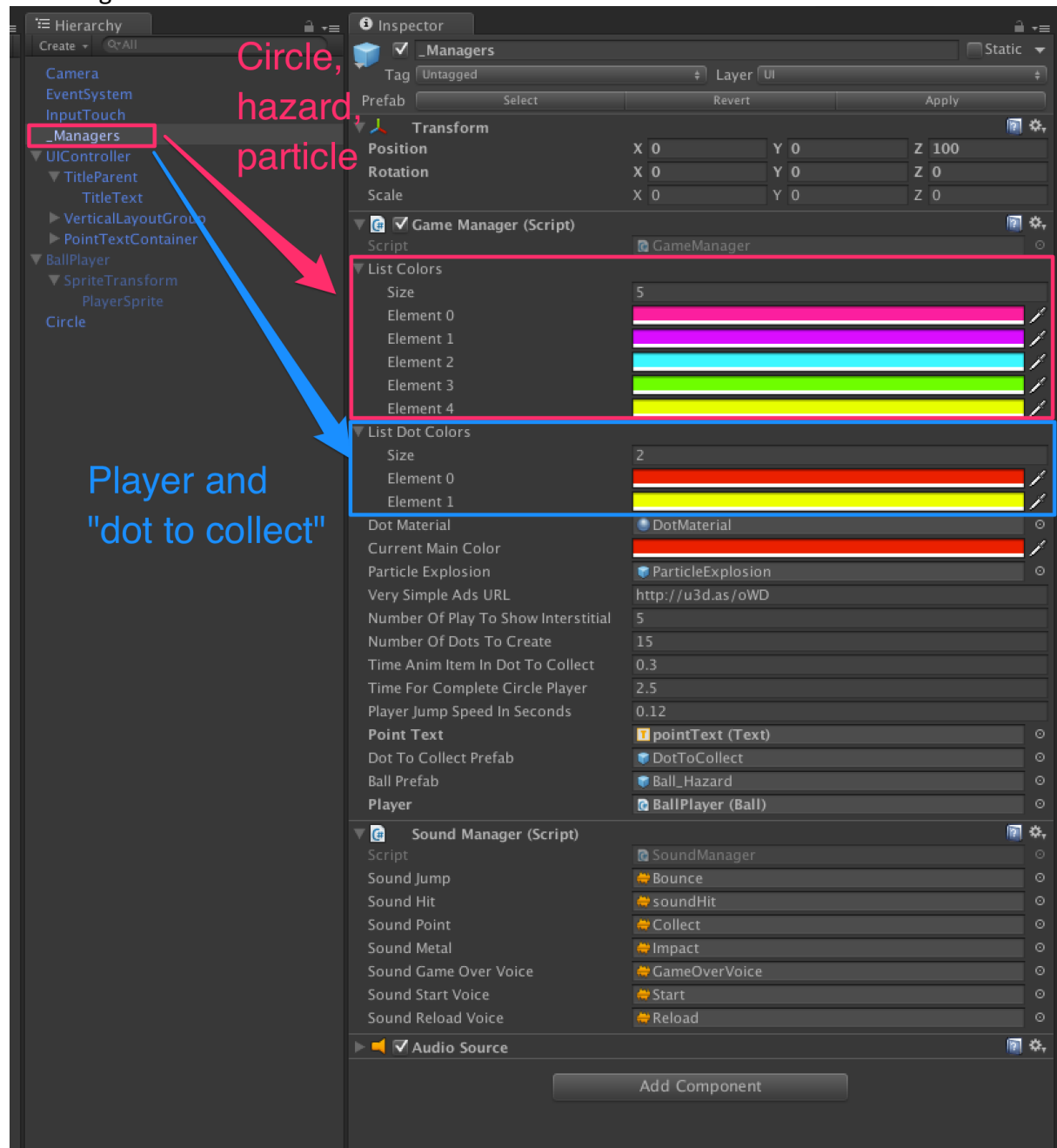


Hazard (script Ball.cs)

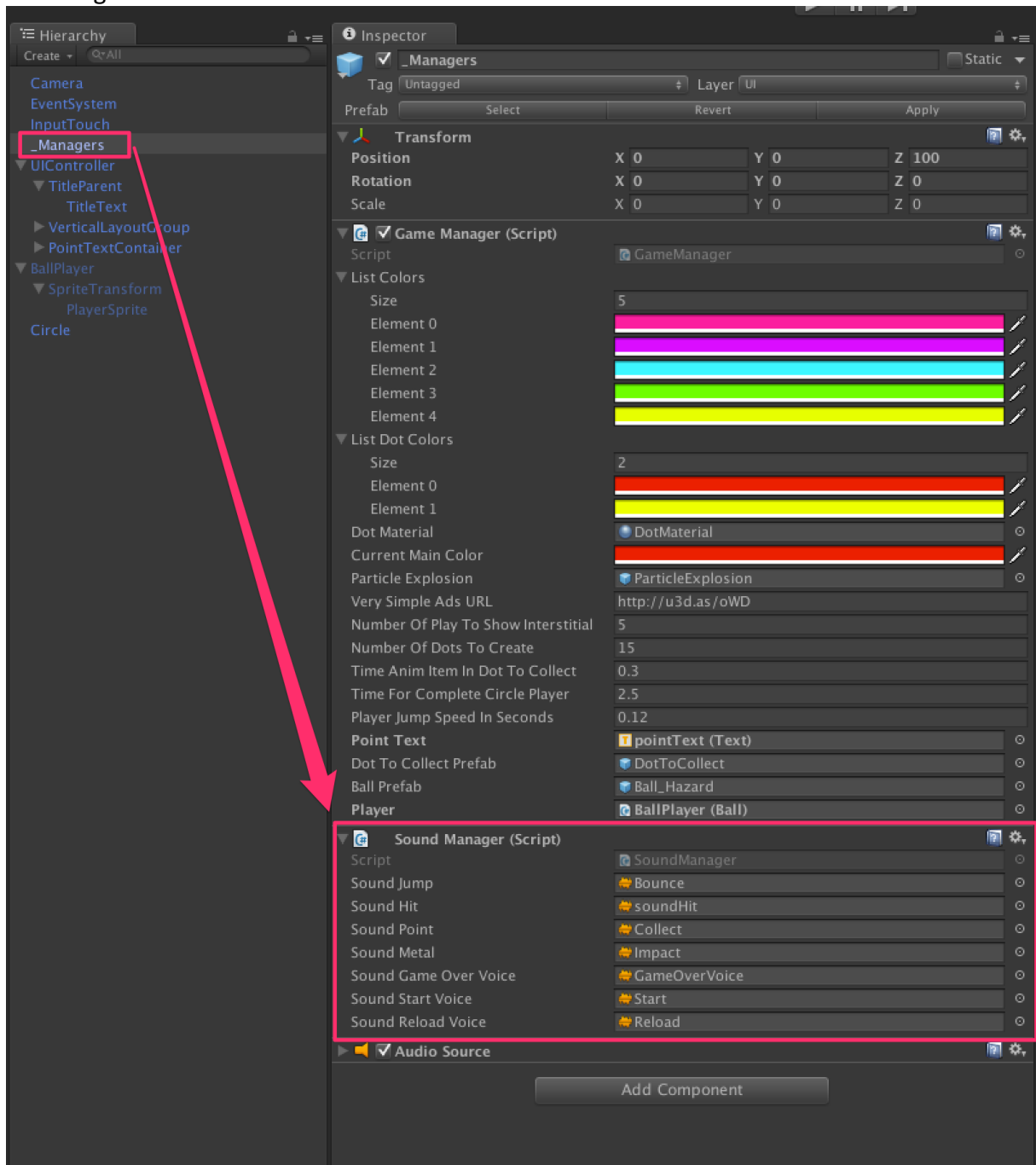
The player (script Ball.cs)



To change the colors :



To change the FX :



# ADS :

Everything is done for you : « Very Simple Ad » is already implemented.

Get it here : <http://u3d.as/oWD>

# LEADERBOARD:

Everything is done for you : « Very Simple Leaderboard» is already implemented.

Get it here : <http://u3d.as/qxf>

# Thanks !

Our other assets : <http://u3d.as/9cs>

Contact : [contact@app-advisory.com](mailto:contact@app-advisory.com)